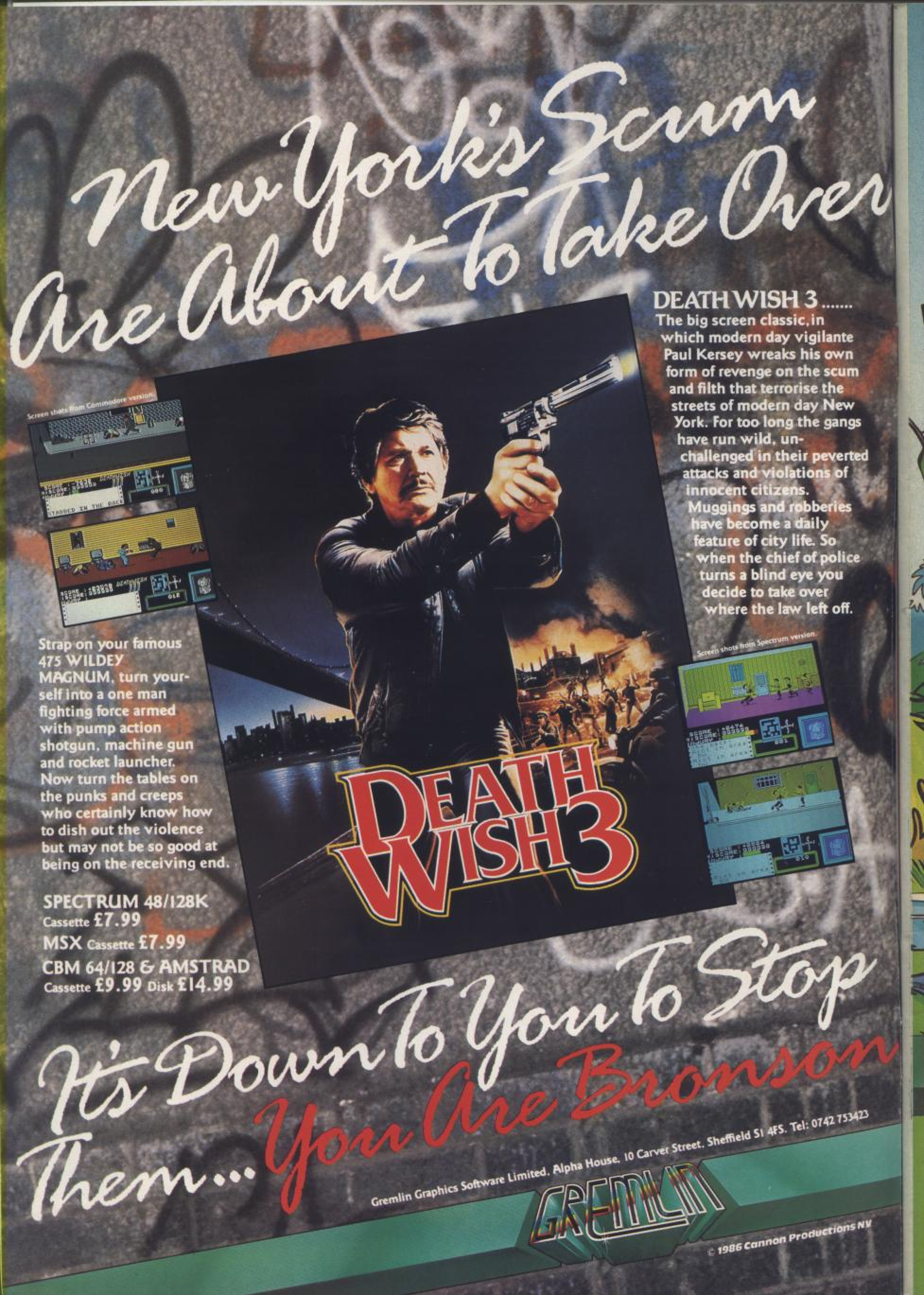


YOUR SINCLAIR
October 1987 £1.50
With full price game!
ELITE'S
BATTY!
If you're reading this, please ask at the counter for your *Batty* Cassette
Batty is a full price complete game — NOT a demo version!
SEX'N' THUGS...
Ocean's Renegade! Plus Your Chance To Win The Arcade Machine!
CAN *YOU* BEAT IT?
Complete New Game Exclusive With YS!
1UP
000210
2UP
000000
BATTLESHIPS
IT'S EXPLOSIVE!
DEATHWISH III — POSTER AND REVIEW • TRANTOR • XECUTOR
ATHENA • THE ARMAGEDDON MAN • MYSTERY OF THE NILE • SIDEWIZE
SUPERSPRINT • NINJA HAMSTER • WIN TEN X-RATED VIDEOS
HINTS'N'TIPS ON SHOCKWAY RIDER, STORMBRINGER AND THE HIVE


New York's Scum Are About To Take Over
DEATH WISH 3 ....
The big screen classic, in which modern day vigilante Paul Kersey wreaks his own form of revenge on the scum and filth that terrorise the streets of modern day New York. For too long the gangs have run wild, unchallenged in their peverted attacks and violations of innocent citizens. Muggings and robberies have become a daily feature of city life. So when the chief of police turns a blind eye you decide to take over where the law left off.
Screen shots from Commodore version.
Strap on your famous 475 WILDEY MAGNUM, turn yourself into a one man fighting force armed with pump action shotgun, machine gun and rocket launcher. Now turn the tables on the punks and creeps who certainly know how to dish out the violence but may not be so good at being on the receiving end.
DEATH WISH 3
Screen shots from Spectrum version.
SPECTRUM 48/128K Cassette £7.99
MSX Cassette £7.99
CBM 64/128 & AMSTRAD Cassette £9.99 Disk £14.99
It's Down To You To Stop Them... You Are Bronson
Gremlin Graphics Software Limited, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423
GREMLIN
© 1986 Cannon Productions NV



MORE FUN THAN A BARREL FULL OF MONKEYS
JACK THE NIPPER... II IN COCONUT CAPERS
Help! Stop! The country has had enough, no more can it take of the devilish pranks and obnoxious behaviour of darling little Jack. Off to a land where many of your kind were banished long before. Off to Australia Jack you must go!!!
The Daily Bash
Jack the Nipper Banished
Britains most notorious nipper is deported to Australia
"I don't like your stinking climate anyway you *cough!*splutter...igs. There's plenty of places just waiting for me. Ha!!" bluffed Jack defiantly.
On the ground, in the air, you can't keep a mischief maker out of trouble and with all those pretty air hostesses around ... well what do you expect.
GERONIMO...
Its no fun being cooped up. Maybe there's something down there that fancies being mugged ... bitten ... spat at or pinched. As ever poor Mam and Dad dutifully follow their nauseating little offspring.
POSTER OFFER
Capture the full excitement of Jack and his jungle capers with this super full colour wall poster. Only 99p post and packing included. Order form in the game.
GREMLIN
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: (0742) 753423
Screenshots from Spectrum version
CBM 64/128
Cassette £9.99 Disk £14.99
SPECTRUM 48/128K
Cassette £7.99
AMSTRAD
Cassette £9.99 Disk £14.99

insideYS

EXCLUSIVE



EDITOR Teresa Maughan
PUBLISHER Kevin Cox
SUBSCRIPTIONS Suzie Matthews
01-631 1433
ADVERTISEMENT ENQUIRIES
Mark Salmon, Julian Harriott
01-631 1433
***Your Sinclair*, Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE.**

A  Publication

Cover Illustration:Kev Hopgood

WARNING!

No trick, no treat! The Spectrum +3 is incompatible with some games, it seems. Programmers should be warned that when using interrupt modes, overwriting the printer buffer or using some of the spare bytes in memory, the disc-based system hangs up completely. Our software experts tell us that the spare bytes are located in totally different places in memory, and there are some serious alterations and bugs in the way the computer works, especially in the ULA. Major software houses are already advised of the problems, and are rewriting their new releases, but for some games brought out just before the MegaSpeccy was released there is no hope of getting them to work. So, be warned. *Try before you buy*, unless you want to pay a tenner for what amounts to a blank tape!

Trick or Tr
FRONTL

Oooo! Spooky, innit? All those ghosties a
around in your back garden... Yes, it
The Season Of The News

Rough Justice

It had to happen, Jeffrey Archer — The Video Game! Tsk! Unfortunately this isn't the game of Mr Archer's own rags-to- riches-to-rags-to-riches-to-Party Chairman-to-bed-to-Crown Court-to-riches-to-Prime Minister (probably) life story... no such blimmin' luck! No, the only bit of Jeffy Baby that Domark is allowed to show on your Speccy screen is the video game of his best seller, *Not A Penny More, Not A Penny Less (As long as it's £2,000. Ed)*. It seems that Jeff, or 'The Stud' as he's known in The Commons Bar, wrote the book when he fell on hard times in the '70s and the bailiffs were knocking on his door. Poor lad! Still, turned out nice again, dintit?



"...and honestly, lovey, those trousers were so thin you could see absolutely *everything*! Nothing left to the imagination... Anyway, that nice Nick Phipps, the number one bobsleigh driver, he was there, with his co-driver Alan Cearns... oh yes, Richard and Ilya of Digital Integration stopped by for a glass, too. They were talking about their new simulation, called *Bobsleigh*, which Nick and Alan helped them to design, and it does sound rather good. Should be out very soon, they said. No, they didn't mention the trousers, but honestly it stuck out a mile..."

Darling Warling!

Cor blimey, we wondered where Bruce Everiss had gone to! It seems he's turned up at Code Masters as an 'Operations Manager'. Golly! What's one of them? Oh, he's overseeing the launch of the Code Masters Plus range! Ah. Seen here in pensive mood, Bruce (right) shares a joke and a cardboard cutout with that darling of the programming world... er... David Darling. Careful lads, you're going to rip it... (sssccrrriiipppp!) Oooops!



COME AND SEE US AT THE PCW SHOW!



Yes, the games industry's annual beanfeast is coming around again, with its usual highlight — the *Your Sinclair* stand! The show's open to the public for two days — Saturday 26th and Sunday 27th September — and we'll be there on stand 3152 with competitions, *YS* goodies to flog you, and loads of people to meet, including troll supremo Mike Gerrard, all the regular writers, sandwich editor Phil Snout and the great and glorious T'zer herself!

But even more spectacular than all these attractions (*With one notable exception. Ed*), there's the *YS* Batty Challenge! Between 11 and 1 o'clock on both Saturday and Sunday, you'll be able to try your luck on this month's brillest and skillest cover game and compete against all-comers! High scorers for each day will have their names emblazoned on the *YS* stand — glory without equal — and also win a *YS* goodie bag, full of, well, *YS* goodies!

So don't muck about with all those dull software companies at the PCW — groove on down to the *YS* stand! It's the happening place to be!

I MARRIED A WEREWOLF FROM OUTER LONDON

"Aah-Oooo, Werewolves of London... dang dang, chukka-bucka, dang dang..." No, not Warren Zevon's barking good little signpost on *Rock's Last Highway*, we don't mean that, we mean the first game on Ariolasoft's new Viz Design label, *Werewolves Of London*. Now if, like the *Sun* newspaper, you suspect your neighbour/friend/wife/milkman/bank manager of being a furtive and furry lycanthrope, check this list:

1) When there is a full moon, do they stand in their back garden and howl at it?
2) Do they have purple blood and carry the mark of the pentacle on their chest?
3) Do they eat Pal and Winalot?
4) Does their beard go up to their forehead and down to their feet?
5) When you invite them around to dinner, do they tear out your throat?

If you answered yes to all these



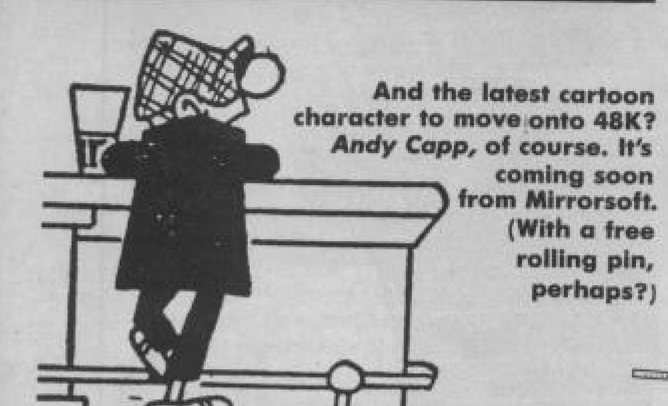
questions, then you qualify to enter this great little *YS*/Viz Design Compo. Just send in a picture of someone you think is a werewolf, and the funniest five each win a wacky Werewolf Mask, and a copy of Viz's *Werewolves Of London*. Five runners-up will get a copy of the game. So, send your pic to: I Used To Be A Werewolf But I'm Alright NoowwWWWOOOOOOO Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE, and get your entries in before October 31st. Either that or buy a gun and some silver bullets! Aaaa-oooOOOO! Bark! Woof!







Compo news: We've received over 11,000 entries for our July Megacompo so far — but just to make sure, we're getting the Ed to count them all over again! Hur hur!

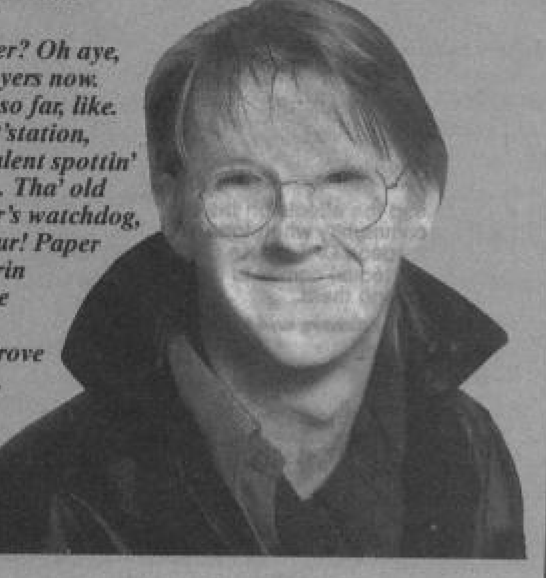


And the latest cartoon character to move onto 48K? *Andy Capp*, of course. It's coming soon from Mirrorsoft. (With a free rolling pin, perhaps?)

Trainspotters Through History

An irregular series in conversation with the World's Greatest Ever Trainspotters

7: Curly Watts

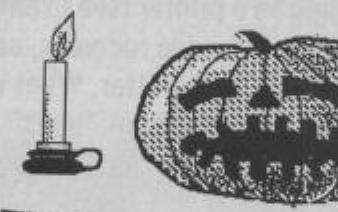


"Oh, 'ello mert. What's tha'? Am ah Trainspotter? Oh aye, like. Ah've bin watchin' t'trains fer a gert many yers now. Ah've gorrall t'numbers from 000095-0958589 so far, like. Every Sat'day me an' our Terry used t'go down t'station, like, and do a birra spottin'. Ah think 'ee were talent spottin' burra can't see 'oo 'ee woulda been lookin' for... Tha' old lady down at t'station had a gawp like a burglar's watchdog, like. Still, 'ee's a lad, so all fair game, eh? Hur hur! Paper bag job, eh, Terry mert? Oh, ah forgot, 'ee's norrin t'series anymore, like. Oh well, at least 'ee left me t'van, eh, like, know worra mean, mert? Thass funny, wer's t'van? Ah 'ad it a minute ago. Ah drove it down 'ere t'station... (KER-RUNCH!) Oh no, t'van! Ah thort it were a bit funny t'have rails across a car park, like. Oh well, not t'worry. The TV people'll gerrus another one. Eh? They won't? Oh bleedin' nora!"

THE INDEPENDENT

Computer games provide proof of mind over matter — Official!

More spooky goings on across the Big Pond, according to that trendy quality newspaper, *The Independent* (you know, the one that doesn't beat you over the head). It seems that computer games are now being used at top parapsychology labs in the US to test whether people have telekinesis. Now we thought that was like Telly Savalas, but apparently it's a case of mind over matter, or being able to shift objects around just using the power of your mind! Scientists at the Institute For Parapsychology in North Carolina have been seeing if people can affect the random number generator in a computer. If the 'dice' in the computer game they have written are rolled 50 times, the totals average out at around 209. One subject, through the power of his mind alone, has altered the totals to over 270, and as a scientist at the institute put it, "The odds against that happening by chance are quite significant." Very spooky indeed!



FREE SHADES

No, not the ones you wear on your nose, silly, the Multi User Adventure Game on BT's Micronet. All *Shadists* (the proper name given to all *Shades* players, after their founder, Marquis de Shade) will get five hours free time on the MUG as of now. This means that almost £5 will be whipped off of the average quarterly game-time bill! For further details of how you can expose yourself to this spanking new service, call the Masters of Shadism on 01-278-3143. (Oo-er.) Stop wriggling, you little monkey!



And today's new software label is... Rack-It! This one's the latest product of serious meetings between top software companies, and after hundreds of working breakfasts, flights on Concorde and high-level discussions, Hewson and Mastertronic have agreed to tie the knot and produce their first-born label together. In fact Mastertronic's already eight months pregnant (yo ho!), 'cos the first eight games from the new label are out on September 17th, with four more a month later. It turns out that Hewson has a cupboard full of games that don't really cut it at full price, but seem a better bargain at £2.99. Mastertronic will be handling the distribution and all that dull technical stuff. Could be interesting...

Vast piles of goodies are on the way from Gremlin, all to be previewed at the PCW. *Basil The Mouse Detective*'s finally ready, and Basil himself will be there (well, a man dressed up in a Basil outfit) for you to go and shout rude things at. *Blood Valley* is a fantasy adventure based on the *Duelmaster* fighting fantasy books by Mark Smith and Jamie Thomson, while *Masters Of The Universe — The Feature Movie* is yet another fillum licence. *Alternative Games* is a wacky sportsim (including boot throwing and sack racing) and *Compendium* is an even wackier adaptation of the traditional board game collection. And before we've even seen a finished copy of *MASK I*, guess what's next? Yes, *MASK II*! Is this the earliest sequel yet?

Big plans from Activision. As well as all the previous licences announced 8 billion years ago (*Supersprint, Rampage, Predator* and *Firetrap*) there'll also be *Super Hang-On* from Sega (yahay!) and a compilation of those wizard old Lucasfilm games, featuring *Fractalus, Ballblazer, Koronis Rift* and *The Eidolon*. All for a tenner! Can't be bad...

Elite's been busy, too. As well as a new *Best Of Elite Vol 2* (which may include such hits as *Paperboy* and the *Bombjacks* — or may not), the company's also grabbed the licence for *Thundercats*, as seen on TV and everywhere else over the past few months. No more details yet, but *YS*'s hard-newsed nosehounds (P South) are out there scrabbling for more info as we speak...

Martech's turn now. *Slaine*'s the biggie at the PCW, but also being previewed is *Nigel Mansell's Grand Prix*, in which, like Nigel, you'll come third a lot. You'll also be able to buy some of Martech's rippingest recent games at reduced prices...

Finally, The Edge, who will, as many readers guessed, be doing the Speccy conversions of *Alien Syndrome, Soldier Of Life* and the Ed's fave, *Darius*. Also on its way is *Inside Outing*, a *Get Dexter*-type adventure which is supposed to be even better than *Head Over Heels* — but as always, we'll all just have to wait and see...

DATA-SKIP

presents

★ SEIKO RC-1000
Wrist Terminal



JOE BROWN
213-123-4567

Memo Function. Can be used to store telephone numbers, client lists, schedules input from a personal computer. There's no limit to its uses. Data entries have a maximum length of 24 characters, and can be output on the watch display whenever, wherever you wish. The Memo function is the heart of the Wrist Terminal.

MEETING 335
10/15 A10:30

Schedule Alarm Function. Input the month, day, hour, and minute, for schedule entries and your Wrist Terminal alert you when the date and time come by beeping and displaying a twelve character message on the screen. Invaluable for the businessman, of course, but the Wrist Terminal can also remind you of special personal days, for example, birthdays or anniversaries, that are so embarrassing to forget.

DANCE LESSON
5 FRI P06:00

Weekly Alarm Function. Tuesdays at 9.30 there's a meeting. Thursdays at 7.00 you go to your sports club. Fridays . . . The Weekly Alarm Function is just the thing for today's busy people. Input the day of the week, hour, and minute and each week at the proper time the Wrist Terminal will beep and display a twelve character message to remind you.

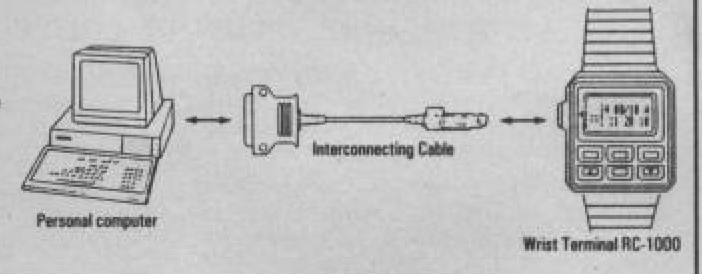
FRANKFURT
AM 02:08 42

World Time Function. What time is it now in London? New York? Just input the time difference and afterwards you can know the time anywhere in the world, instantly, with this internationally oriented function. Be sure to input the place name, too, in up to twelve characters.

// 84 10/14 A
SUN 10:08 42

Watch Function. The Wrist Terminal has a full set of Time Keeping functions, including a built-in alarm which will beep at the same time each day and a calendar which will automatically tell you the year, month, and day accurately from now until the year 2020. It has an hourly time signal, too.

£49.95



The Seiko RC-1000 is a wrist-terminal with 2K of free memory to store addresses, telephone numbers etc. (max. 80).
Also has extensive alarm-facilities. Fully programmable on your Spectrum or QL Data-transmission via Ser-1 port or Interface I.
Complete package (containing Transmission Software, interconnecting-cable and Watch)

Now only £49.95

★ VIDEOFACE Digitiser



With the Videoface you can transfer television pictures into Spectrum SCREENS. With this SCREENS you can do whatever you like. You can LOAD them into a drawing program or make hardcopies on a printer (see examples). For the Videoface a video-out signal needed so you can use a video recorder, camera or scart-television. You can even use another computer as a transmitter. What would you think of a Commodore screen in your Spec?? The Videoface scans continuously and because of it's speed, it appears you're watching a digitised movie!

The Videoface produces a high-res 256 x 192 x 4 bit screen. The software is fully menudriven and is Beta and microdrive-compatible. Slice adjustable while scanning. Always stores the latest six screens for animations! The Videoface digitises a picture in 0.27 seconds! And you can use it for fun, computer art or professional aims. So why hesitate? Rush to the mailbox and order now! The Data-Skip Videoface digitiser is

£69.00

Send a cheque or postal order made payable to: **Data-Skip Holland**

Data-Skip, Ooshaven 58, 2801 PE Gouda, Holland
Tel: 1820 20581

Videoface and RC-1000 also available from:
Romantic Robot (U.K.) — Micro-connection (Belgium) — ABC-Electronic (W. Germany).

FUTURE SHOCKS

"... And here at Lord's the news is that England are 134,972 runs behind Pakistan with two wickets left, and what delicious cake this is, eh Fred?" "Appen, that it is." "And what's this? A streaker? A pigeon? No, it's *Future Shocks*. Fred?" "Appen, that it is."

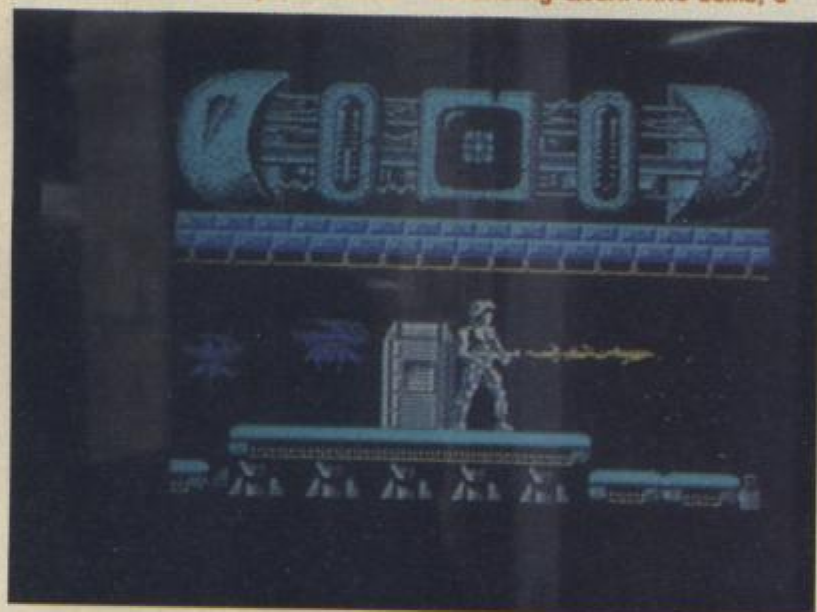
TRANTOR

It's funny, but every time someone brings out a new platform-based shoot 'em up/adventure game, it's always billed as the best thing since sliced bread. And when they finally come out, you discover that it's true, and sliced bread is about the only thing they're better than. It's with this thought in our minds that we approached *Trantor*, the game that launches the new Go! label for US Gold, which from the screen shots looked exactly like the aforementioned bready substances.

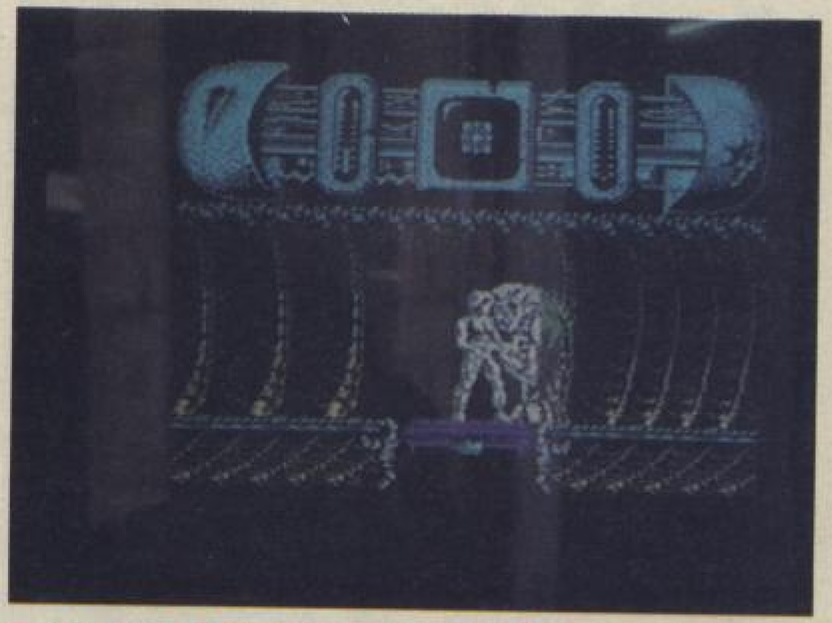
Wrong! *Trantor* is a very exciting game. The programmers, at Probe software, have been working on this project for over ten months, and the tender loving care they put into it shows in the final effect.

You play Trantor, the Last Storm Trooper, who has been stitched up by The State (his Government back home) on a mission to the planet Zyblor. He and his crack troops must penetrate Zyblor's defences and recover plans for the devastating Quark MK3 bomb, a weapon so powerful it makes a neutron bomb look like a bowl of Rice Crispies. The State know that Trantor and his boys will do the job, so they rig their spaceship to explode so that no one will know about their mission. Unfortunately, the ship blows with all but Trantor on board, so he must complete his mission alone, if he wants to escape alive. You see, all Storm Troopers carry a time bomb implant, and Trantor must check in at terminals every 90 seconds to prevent his brain being blown to guacamole. Having wiped the memory of the Zyblor computer, he must seek out a transporter to take him home, and find the right code to activate it.

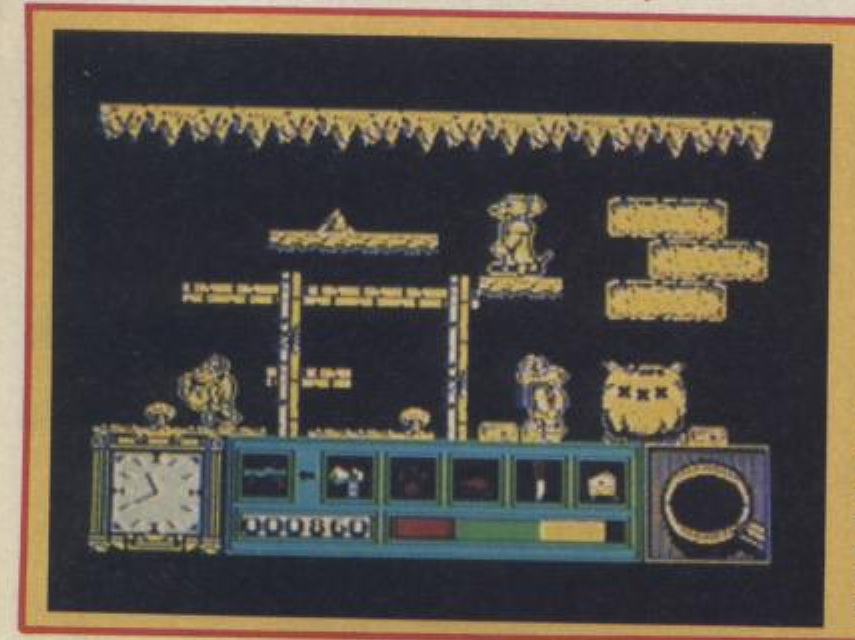
Trantor looks to be one of the toughest and most graphically superior games of this year, being a sort of cross between what *Aliens* should have been, and *Impossible Mission/Saboteur II*. Don't play it in the dark!



Trantor is a full colour game, suffering from very few attribute problems. The sprites are massive, but somehow they move very fast indeed and the animation is first class. There are lifts scattered around the complex to take you to different levels, and lockers in which you can get burgers, power packs for your flamethrower and keys to the computer complex.



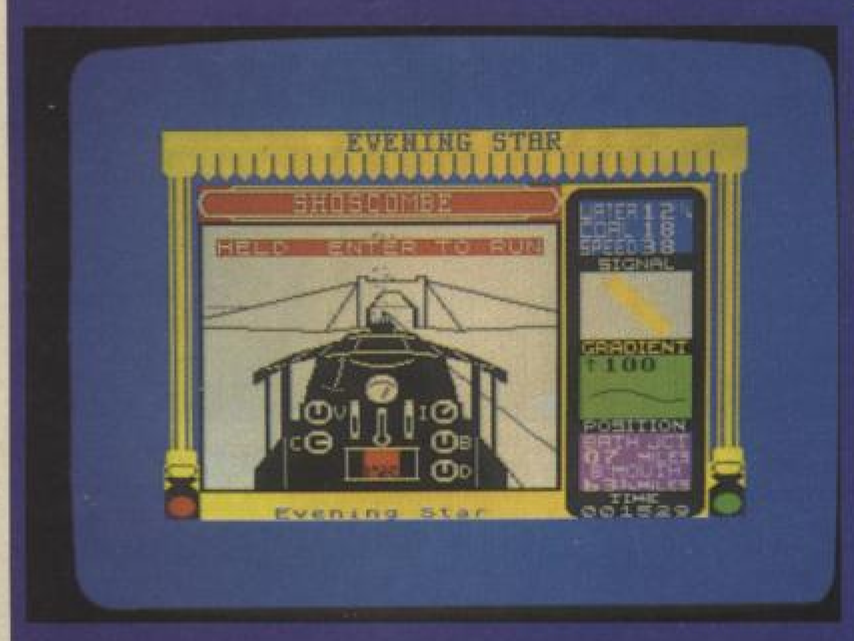
There are times in the game when you just can't win. One of those times is when you try to turn and shoot the big monster on the top level, and you don't quite make it. In the most sickening piece of animated graphics, the big screen boy sinks his choppers into your head and makes like you're a big mac with a side dish of fries. Urrrghhh!



BASIL THE GREAT MOUSE Detective

wwwWWWWWhhhoooosssshhh!!! Wow! What was that? Why it's hot of the press (yowch!) and it's the great new game from Gremlin Graphics, Basil The Great Mouse Detective! This is brill, not only because the name is possibly the longest in computer game history, but also because it's based on the brilliant animated feature film of the same name. The asking price for this positive mound of fun and whiskers is a mere £7.99, and you'll be able to nibble into this great (there's that word again) platform adventure from September.

FUTURE SHOCKS



EVENING STAR

Pssscchh-ti-kooff pssscchh-ti-kooff pssscchh-ti-kooff whoo! whoooo! Yes, it's the ultimate trainspotter's game, so grab your anorak, dig out your NHS specs, fail to wash for a couple of weeks and follow us! Hewson's latest biggie is a steamsim inspired by the Evening Star, one of the most powerful steam locos of its era, which pulled its passenger train over the undulating (oo-er) countryside of the old Somerset and Dorset line, between Bath and Bournemouth. The game reproduces many of the railway's most famous landmarks, and there are loads of different journey types, levels of control and schedules for you to tinker with. *Evening Star* has been programmed by Mike Male (sounds like Rachael's kinda guy), and Hewson will be releasing it in September. Probable price £7.95.

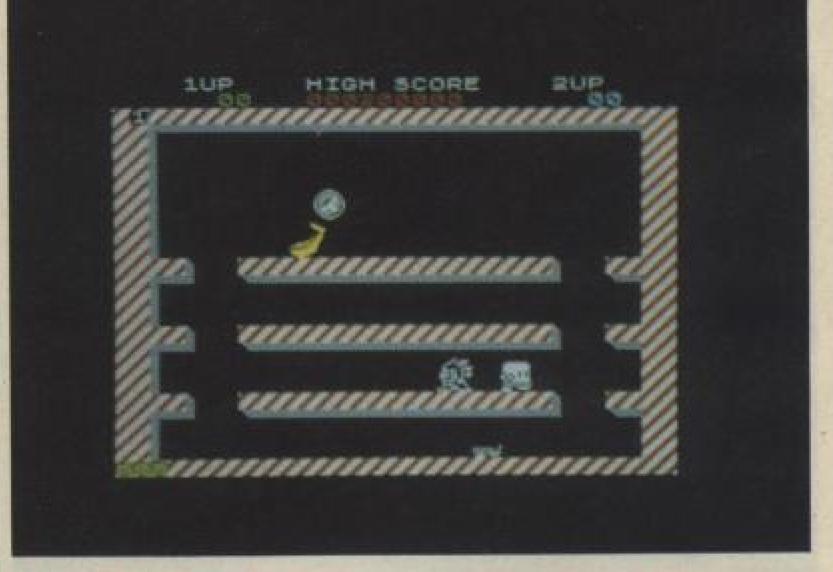
Through THE TRAP DOOR

Yo ho, it's sequel time again! But what more welcome sequel can there be than Don Priestly's follow-up to *Trap Door*? Piranha released the original last year, and critics drooled appropriately. Now, after *Flunky*, Don's returned to that grim castle where Berk (no relation), Boni and Drutt are roaming around once more, and this time they may actually go down the *Trap Door* itself!

The game's out in October (it'll cost £9.95), but here's a little screenshot-ette to keep you going for the moment. Nifty, huh?







"Globablobalob! Flobablobalab! *Weeeeee-eeeeeed!*" No, it's got nothing to do with the *Flowerpot Men*, but a lot to do with a pair of brontosauruses who blow bubbles and eat bananas. *Bubble Bobble's* another of Firebird's big autumn titles, and the company's first big coin-op licence, this one from Taito. The conversion's in the hands of the clever clogs at Software Creations, the people who somehow managed to cram *Sentinel* into your Spectrum early this year. This time they promise to crowbar in all 100 screens of the original, and Firebird guarantees that every screen will look and play properly. Nippy noonahs! There's no price as yet, but expect it in the shops around the end of September.

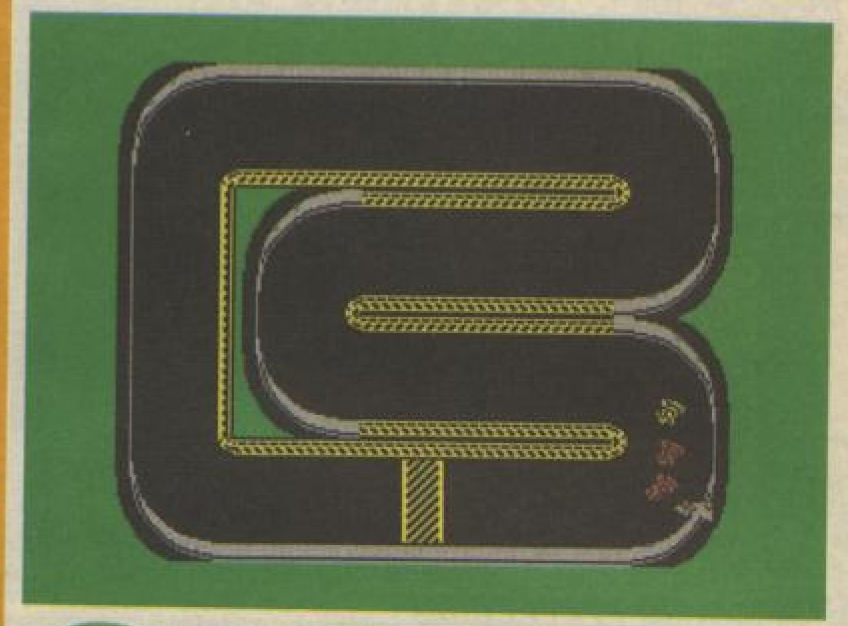
BUBBLE BOBBLE

FUTURE SHOCKS

Get a job as Man Ed? (*You're fired. Man Ed*) Or perhaps write a book called *How To Be A Complete Bastard* and make £80,000,000,000, as Adrian Edmondson did. And now he's making even more, 'cos Virgin (the company that gave you Transatlantic Balloon Challenge and Phil Collins — neither to be recommended) has gorn and bought up the Speccy licence! In it Ade gatecrashes a yuppie party (okay yah) on the right side of town (that's the other side, sucker). The idea is to incapacitate everyone at the party, while scoring as many Bastard points as possible and so light up every letter in the phrase COMPLETE BASTARD. The game has been programmed, uniquely, in Bastavision, which gives you a view of every room from two angles through a split-level screen. And in the meantime, it's Lager Frenzy! As we said, it's out soon from Our Price (Tower? HMV?) in late September at £7.95.

HOW TO BE A COMPLETE BASTARD





SUPER

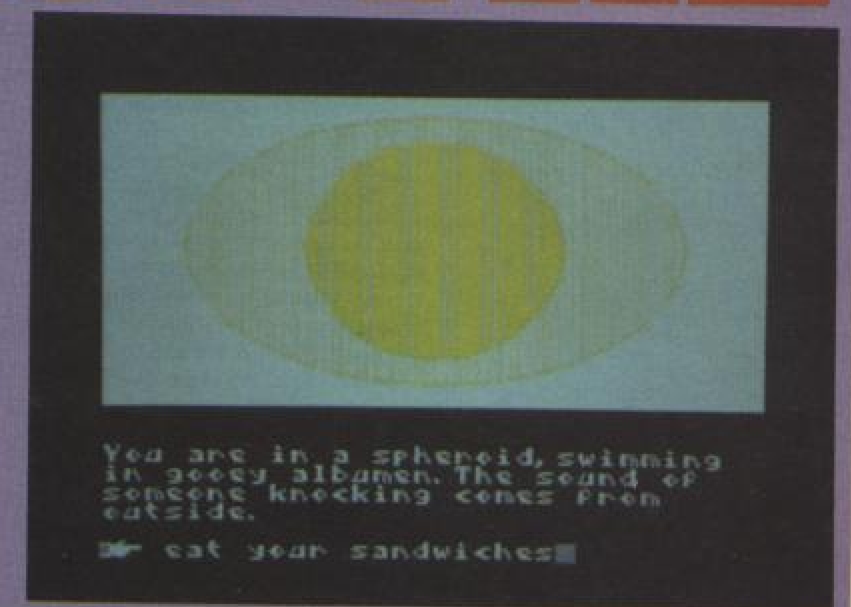


SPRINT

Yes, we did do this before in *Future Shocks*, but here's the rinky spanking new mega-useful version of Activision's PCW hyper-launch dribble slobber drool. (*Calm down. Ed*) It's a racing game, with eight tracks to choose from, each with different challenges. Jump ramps, opening and closing gates, hidden short cuts, over and underpasses and banked turns all need special driving manoeuvres. Throughout the race, new track obstacles randomly appear to provide more challenges. Cooee! No surprise, then, that Activision is saving this one up for the PCW — we'll have a closer look at it in the next issue.

BOOK OF THE DEAD

Hmm. Always preferred Jeffrey Archer ourselves. Still, never mind. CRL's latest adventure is the first from a young group of programmers, Essential Myth. You play the part of Kteth, an Egyptian godling and a well-known misprint for 'Keith'. It's a great life, what with all that asses' milk and those luscious young Egyptian lovelies, but unfortunately you don't join the plot at this stage (sassen frassen). When your ambitious father murders Osiris, the gods' head honcho, things go wrong — as you, with your naughty pop, are ejected from heaven and all those splendid baths. The World of Men, meanwhile, is a grim place, sounding as it does like a run-down pub in Coventry. The only way of slithering back to heaven is, well, to die. The secret lies in the *Book Of The Dead*, an ancient and forgotten scripture (the assistant at Smiths had never heard of it), but one of your pa's enemies strikes you down with a crippling disease, which rather puts the mockers on things. This is where you come in. Confused? You will be after CRL's *Book Of The Dead*, out soon and retailing at £8.95.



FUTURE SHOCKS



STREAKER

"Gorlumme! And that's the naked truth, your honour. There I was, doing a bit of business on the planet Zuggi when muggers ripped me off! First my wallet and all my dosh, then they ripped off my clothes to boot! Yes, and my boots as well! I was less than chuffed, your worship. It's fairly chilly in these parts. *Especially* in these parts. Anyway, although I wandered around the streets picking things up and, er, doing things with them, I didn't get very far, which is why I'm here in the dock, your grace, for causing a breach of the peace. It's my unlucky streak, I reckon." Certainly is, my man. Twenty years. next case. Don't be like Carson — solve Bulldog's latest arcade adventure, *Streaker.* It's out on the streets, for all to see, at £1.99!



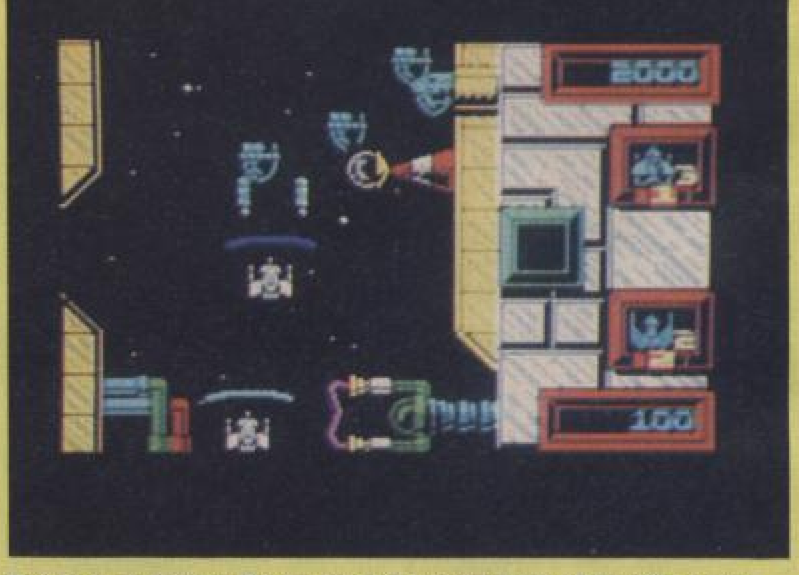
What's got big sprites, is smooth scrolling, full colour and very, very fast? The Edge's latest action packed shoot 'em up, *Xecutor* that's what, and if you don't believe us, cop a load of the screenshots.

It's a two player game (though you can play solo) that has you warping through space at the speed of light blasting your way through technicolour levels of aliens and nasties. You control a space craft that can duck and weave, and even banks as you manoeuvre.

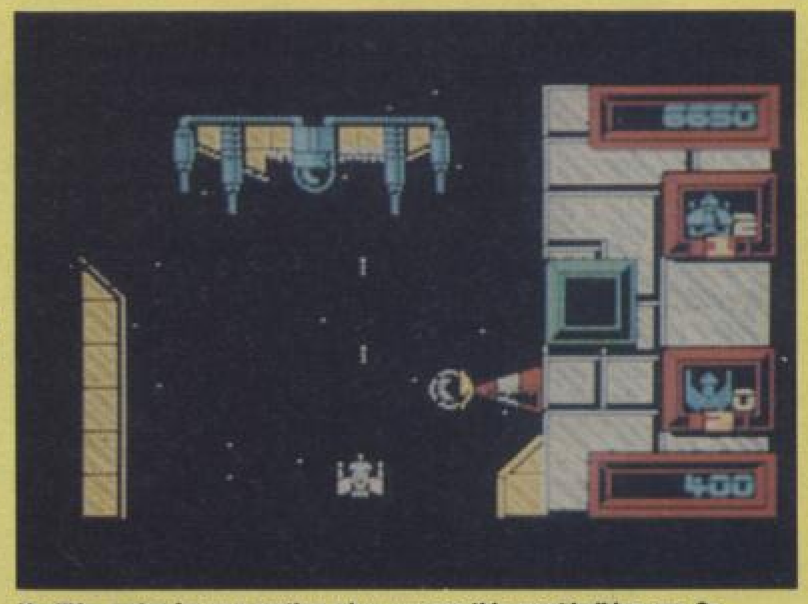
You begin with the basic set of weapons, but as you progress and shoot various critters you can pick up more armoury in the form of extra firepower, missiles, double firepower, shields and even increased speed. There's also a pod which when picked up will travel along in front of your craft until detonated... then it'll explode wiping out everything in the vicinity!

At the end of each level there's a huge muther of a ship that'll attack with six different weapons at the same time. Worse still, it hops about like a kangaroo on heat so you've gotta be pretty nippy on the trigger to stay alive. Shoot the panels out and it'll change shape becoming much more deadly. Get through that lot and it's onto the next level where it gets even harder.

Xecutor should be out in October and it'll cost £7.99 — a small price to pay to conquer the universe!



Now do you believe us. The graphics are amazingly colourful and the game scrolls smoothly. The two space craft fly in unison in their mission to destroy, and here they've both activated shields and missile power making the journey slightly less impossible. Gun turrets line the sides of the tunnels firing from beneath and diagonally, which means you're gonna have to do a lot of dodging! Kill as much as possible and watch your score, shown on the right, clock up.



You'll be crying for your mother when you see this great hulking one. So you've managed to get to the end of the level but this beast calls for more than a little skill with the old trigger. Shoot out the panels first and then prepare to weave about avoiding the oncoming barrage of fire. make sure you've got a good selection of weapons under your belt, shown in the green box on the right, otherwise you don't have a chance in hell.

NEXT MONTH . . .

. . . as summer squelches gradually to a close, we'll have more of the wonders being prepared for you in the nation's hottest games labs, which could well include *Aliens (US Edition)* from Electric Dreams, Argus' *The Hunt For Red October*, Elite's *Thundercats*, and loads of games called *MASK* from Gremlin. It's going to be a busy autumn — so keep in touch with *Your Sinclair!*



24 HOUR
COMPUTER REPAIRS
and
SINCLAIR
QUALITY APPROVED REPAIR CENTRE
COMPUTER SPARES
AMSTRAD-SINCLAIR
AMSTRAD APPROVED REPAIR CENTRE
SEAL OF QUALITY
HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95
CALL IN AT OUR MANCHESTER CITY CENTRE BRANCH FOR WHILE YOU WAIT REPAIRS AND SPARES
ORDER NOW USING ACCESS
SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND
SPECIAL OFFER!
Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing
SPECIAL OFFER!
Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT post and packing. If you would like us to fit the kit for you just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.
16K to 48K UPGRADE KIT
THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW
WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT
SAGA LO-PROFILE
PROFESSIONAL KEYBOARD
R.R.P. £39.95
SALE PRICE ONLY £28.50
(+£1.50 POST & PACKING – OVERSEAS ORDERS PLEASE ADD £8.50 TO COVER POST & PACKING & INSURANCE)
ZX81 SPARES NOW IN STOCK
KEYBOARD TEMPLATES £5.50 plus £1.50 p & p
TEN ★ REPAIR SERVICE
★ While you wait service including computer spare parts over the counter.
★ All computers fully overhauled and fully tested before return.
★ Fully insured for the return journey.
★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting).
★ Discounts for schools and colleges.
★ Five top games worth £39.00 for you to enjoy and play with every Spectrum repair.
★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
★ Keyboard repairs, Spectrum rubber key boards only £8.95.
★ 3 month written guarantee on all repairs.
TRADE REPAIRS most welcome
EXTENSION RIBBON
56 Way ribbon cable to extend your ports for your peripherals
£10.95 plus £1.50 p & p
RUBBER MAT £6.50 plus £1.50 p & p
REPLACEMENT POWER SUPPLY
Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p
BEST SERVICE – BEST PRICES!
NEW
TRADE ORDERS WELCOME
Gun Shot II Rapid Fire Joystick and interface complete outfit. Normal recommended retail price £19.95 if purchased together. Special offer of only £16.50 including p & p
Joystick available as separate item £10.95 plus interface available as separate item £9.00 plus £1.50 p & p
KEYBOARD MEMBRANES
Spectrum keyboard membranes £5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes £12.90 plus £1.50 p & p
ZX 81 membranes £5.00 plus £1.50 p & p
ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?
Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we gove you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-
FREE OVERHAUL WITH EVERY REPAIR WE DO:-
We correct Colour, sound, Keyboard, Check the loading and saving chip, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.
COMMODORE POWER SUPPLY
Commodore replacement power transformer £29.00 plus £1.50 p & p
ON-OFF SWITCHES FOR THE SPECTRUM AND SPECTRUM +
ORDER No. 1067 SPECTRUM
1067A SPECTRUM+
£4.95 + 1.50 p + p
URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.
USE ANY JOYSTICK WITH YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS.
ORDER No. 1062 SELECTOR CONNECTOR R.R.P. £5.95 Our Price £3.50 + 1.50 p+p
THE VIDEO VAULT COMPUTER COMPANION
The VideoVault has just released the most up to date and exciting catalogue ever produced, our team of experts have scoured the globe to find you all the latest software and add on's for your computer, all the latest in joystick technology, all the top and tested software titles all at great discounts to you. Anyone can apply now, just send 2 x 18p stamps to the Catalogue Dept. at the address below for your free copy. We have all the top branded items available, delivery by return post (our usual standard). All goods carry our guarantee of satisfaction. Never has such a catalogue ever been produced before, including spare parts, ULA, membranes, power supplies – all at discount prices.
VideoVault COMPUTER COMPANION
FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!
POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE
VideoVault Ltd.
140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head office & access orders, queeries,
Manchester 061- 236 0376 while you wait repair centre only.
OPEN 7 DAYS A WEEK
MANCHESTER MON-SAT ONLY
SPECIAL OFFER NOW
6 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE £39.00
YOURS FREE WITH EVERY SPECTRUM REPAIR
© Copyright VideoVault Ltd No. 786032
WE NOW HAVE FAX: (0) 4574 68946



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive their three fave games! All letters win a YS badge.

BUGABORE

Yesterday I went to my mate's house and asked for the game *Bugaboo*. He asked me why I wanted such a boring game. I told him that it was because I had to babysit for my cousin. He lent me the game, I went home and at 8pm my cousin came round. My cousin is six and the biggest moaner in the world. As soon as he got here he screamed "I want to play on the computer!" So I took him upstairs and loaded *Bugaboo*. Would my plan work? It did — he fell asleep on the floor because the game was so... zzz zzz (it's catching).

Andrew Lewis
Wallasey, Merseyside

Zzzzzzzzzzzz! Oh I see what you mean. Have you ever thought of writing your cousin a letter — it might have the same effect! **Ed**

WEIRD

I am writing to say how the maps that people send in just spoil the games. I mean it takes the fun of playing the game right out. For instance, take the game *Head Over Heels* — someone sent that in and you printed it. The people that've got the game know exactly where to go and follow the path that's shown on the map. And you published the Cobra map as well. Some people just don't think, do they? I will remain unnamed because I have entered the competitions and it might spoil my chance.

Unnamed
Somewhere, Anywhere
PS DON'T BOTHER TO PUT THIS IN YOUR MAGAZINE.

Right, then I won't. **Ed**

KEEPING ABREAST...

Just a quickie to say how impressed I am about the ad on page 73 of your July issue! Crumbs, I'd willingly pay double the money for this sort of standard of advertising!

That macho gun-toting male figure (I assume he's male — difficult to tell under all that gleaming armour) and the charming lady have definitely influenced where my money's going. Three cheers for Imagine and *YS* — this is the future of computing!

Ironical Ian
(no address supplied)

I bet you were even more impressed to see the charming lady in all her glory on the Giant Game Over poster in last month's issue. But why didn't you send us your address — are you ashamed of something? **Ed**

SEEING IS BELIEVING

I can't believe it! I just can't believe it! Believe what? You've converted me. For almost three years I have read and enjoyed *Crash* (sorry, no more foul language) until I had a browse through *Your Sinclair*. Usually I would've just picked up 'the other mag' and that was it, but I thought I'd look at the others to waste time, and how pleased I am! *Your Sinclair* is soooo megafab. I didn't think that there was a mag like this. Great reviews, great hints and tips, great compos and a brill *Program Pitstop*. *Crash* is very dull compared to *Your Sinclair*. I can't wait for the next issue.

Tom Burns
Kilbirnie, Ayrshire

I can't believe it! I just can't believe it! You mean it's taken you this long to realise how megafab Your Sinclair is. And it's getting bigger and better all the time. Take this month's issue — a brilliant cover mounted cassette of a complete new Elite game called Batty, a pull-out poster, piles of colour reviews and previews, maps, hints, tips, fantastic competitions not to mention all the other fun-packed pages. What more could you ask for? **Ed.** *A payrise.* **Phil**

BUTCHER BIKER

I'm writing (yet again) to say that I've beaten my previous score on *Enduro Racer*. It used to be 40.11, but now it's 37.9. So naff off Andrew Cebula who thinks I'm crap at it.

Kieran '0-60 in 6 seconds in my C5' Butcher
Wellingborough, Northants

Well really, there's no need to be quite so offensive. Okay then, the challenge has re-opened — can anyone beat Kieran's score, except me of course, 'cos I've done it in under 20 seconds! **Ed**

HE'S DEAD JIM

The Speccy has finally made it to the silver screen! In *Star Trek IV* when the heroes come out of the time warp, you can hear the sound of a Speccy loading (or saving) in the background!

Maybe this is just a 'walk-on' role, but will the next movie be *Star Spec V*?

N J Humphreys
Aberystwyth, Dyfed

Well, you know what they say, Cap'n — you cannae change the laws of physics! **Ed**

DOODLEBUGS

"The readers cannae take it, Captain!" This month's hilarious *Star Trek* spoof cartoon was beamed up from A C Dawson of Hoylake, Wirral.

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.





STICK TIP

STAR LETTER

Here's a tip your other readers may find useful. If you find that your joystick won't sit securely on your desk, stick the suction feet to a smallish piece of heavy glass (or mirror) and lay the piece of glass onto an upturned rubber car-mat. You'll find it stays put — and makes your play more accurate!

I'm a new Spectrum user and I love your mag.

Chris Prosser
Stoke Goldington, Bucks

Brilliant idea! Only one problem though. Everytime I tried it I crashed my car 'cos I couldn't see where I was going! **Ed**



TRAINSPOTTER AWARD

Here is my monthly attempt to win a trainspotter award. In the *Wizball* review there's a panel titled 'Stirring It Up' showing three cauldrons containing green, yellow and blue colours. The text claims that these are the primary colours of the spectrum. This is nonsense. The primary colours are blue, green and red. Yellow is a secondary colour produced by combining red and green.

Also, in the Photon Warrior compo, 'laser' is defined as an acronym for 'light amplification by simulated emission of radiation'. More nonsense! Laser light is real — there's nothing simulated about it. The correct phrase should, of course, be *'light amplification by stimulated emission of radiation'.*

Bill Morrison
Androssan, Ayrshire

PS Before anyone starts arguing about yellow being a primary colour I will admit that artists regard it as primary, but let's face it, artists are an odd lot with some very strange ideas. For the truth of the matter consult any good physics book.

It seems you've hit the nail on the button. The cauldrons should've been red, blue and green as you correctly pointed out. Funnily enough, it was also the Art Dept who made this colourful mistake, but I'm afraid your explanation of how they came to make the error just won't wash (whiter than white) because neither Darrell nor Peter could be described as artists. Well, not in the sense of the word you mean anyway. **Ed**

ADAM'S APPLE

Obviously my letter bomb failed. This is a queer letter 'cos it contains some below — queries, that is.

1. Why did *BMX Simulator* get to number 1?
2. Why don't budget houses ever use turbo loaders (well, hardly ever, anyway)?
3. Why did that man just climb through my window and smash my face in with a crowbar? Was it because I locked the door?
4. Why does my electric meter black out after I've just spent 3¼ hours typing in my computer program, so causing me to start again?
5. String.
6. Why did my Speccy evaporate when I hooked it up to the light socket?

Finally a complaint about the Multiface 1... I haven't got one.

S Adams
Ashington, Northumberland

And the answers in reverse order are... 6. Ask an electrician. 5. I'm a Frayed Knot. 4. Sod's Law. 3. Probably the polyfilla men in disguise as the SAS. 2. 'Cos they don't like the feel of something throbbing in their games. 1. Because it ran out of juice. **Ed**

DINAMIC BOOB

I am writing about the advert for Imagine's *Game Over*, 'cos I think Imagine has boobed. If you look at the July issue on page 73 you'll see that something has, well, popped out, to say the least. But in the August issue the same advert (on the back page) has the word 'Dinamic' plastered all over the same spot. Dinamic it may be but I prefer the way it was.

I was wondering whether Rachael had anything to do with this cover-up. If you took a vote from the male readers, you'd find that 99 percent of them would want more of this.

Patrick Field
East Calder, West Lothian

PS I am not a pervert, whatever my friends say.

Rachael certainly wasn't responsible for this cover-up — Gwyn would never have allowed it. And what about the female readers, eh? I've a feeling they'd be more interested to see a huge pin-up of Bruce Willis, so just for them (and me) here's a piccy to drool over. **Ed**



CHEAP'N'CHEERFUL

I had £11 saved up so I went to my local computer store to get a computer game. First I looked at the £8-and-up games but they weren't so good, so I looked on the budget game shelf. I picked up *Chronos* by Mastertronic and looked at the graphics on the inlay card and wow! wot brill graphics, Trev! I read the gameplay and it sounded okay, so I bought it. Then I picked up *Stormbringer*, again by Mastertronic, and I think it's brilliant! I'm now looking for *Spellbound* and *Knight Tyme*.

I had £6 left so I got three more budget games from Code Masters. Why pay more indeed when you can get good games like *Star Runner, Super Robin Hood* and *Ghost Hunters*? I am well pleased with all five games — congratulations to Mastertronic and Code Masters. Can we have some more budget game reviews in the (brill) mag?

Chris Hill
Bolton, Lancs

We already review all budget games that are released on the Spectrum, and in full colour too. The only budget games we don't tend to review are re-releases simply because most readers will either already have the game or have read a review. But if you think we should, write and let me know. I don't entirely agree with you, though, that it's not worth buying really good full-price software. You'd never get games as good as Head Over Heels, Catch 23 or Sentinel coming out at £1.99 simply because development costs are too high. Choosing something full-price and budget games seems to be the sensible thing to do. **Ed**

SUMMING UP

Oy you! Frazzle breath! I demand a trainspotter award, not only for being a mindnumbingly well def and super cool person and a mega YS fan, but also for spotting three (3), yes 3 (three) mistakes in the August issue, and that was only at a quick glance. In the reply to Frizzle's letter you said that 'extra postage was needed for living 7^{10} miles away', whereas Frizzle lives 7,000,000,000,000 miles away which is 7^{12}, so I suggest that you either take up an 'A' level course in maths and physics or upgrade your Speccy to a 48K!

Daryl Tebbutt
Leicester

Our Resident Maths Bore writes: Sorry, Daryl, but you're wrong too! 7,000,000,000,000 is actually 7×10^{12}, as any fule kno. So meuuggghl And I've already taken an 'A' level course in Maths actually. **Ed**

OCH NESS!

I am a 28 year old adventurer and I have got a problem. It all started around three months ago. A so-called friend of mine gave me a copy of *Claymorgue Castle* and things have steadily deteriorated.

Recently I have grey hairs poking through on my bonce.

I wake up in the night sweating and screaming "Go north! Go south!" My once loving children now keep a safe distance.

To make things worse, the wife keeps muttering about divorce and that damn computer.

What can I do? Am I paranoid? Should I declare myself insane. Can I be cured? Please help.

Andrew Ness
Sheffield, Yorkshire

Well, if I were you I'd get expert counselling before this problem takes a real grip. I'd advise you to join Mike Gerrard's self-help group in the adventure section. All you need to do is write to him outlining your problem and symptoms and hopefully he'll be able to give you something to help. Other than that I'd suggest you try and stay on the wagon as far as your Speccy's concerned otherwise your wife may well start filing for divorce! **Ed**



WHAT AN EYESORE

I like your magazine very much as all of your reviews and articles have been reliable and accurate — up till now. I read your review of *I Ball* with shock — how on earth can you say it's difficult and the movement is tricky, and generally speak of it so badly. I reached level four on my second go. You seem to like *Howard The Duck* more, saying it's good fun. The game is utter trash and a rip-off. The reviewers who reviewed those two games can't tell a good one from a bad one.
A Redfearn
Huddersfield, Yorkshire

I appreciate the point, but you must allow for individual reviewers' opinions about different games. To be honest, I agree with you about Howard The Duck *— an awful disappointment — but Troubleshootin' Pete went a bundle on it, so you have to respect his opinions. I'm not so sure about* I Ball*, I'm afraid — terribly overrated, to my mind. Still, each to his own. Comments?* **Marcus**

NEW ADDITION!

Once upon a time there was a computer called the ZX80... but that's history now (yawn). Since then we have had the ZX81, the Spectrum 16K, the Spectrum 48K, the Spectrum+, the 128K, the +2 and now the +3. 'What next?' we ask. The +4 with a built-in microwave oven and drinks dispenser (*Yummy! Phil*), or finally a decent computer with some new ideas?

It seems that Amstrad is fixed on churning out the same computer with a different casing and add-on (disk drive, etc) instead of spending some time designing a new machine. By the time you've saved up enough money and bought the new computer Amstrad has gone and updated it again. Where will it all end? The +6 or +7? I think I'm going to crack up... Aaaaaaaarrrgghh!!
Fred Bloggs
Belmont, Durham
PS Did you know that there are an estimated 5,000,000 sheep in Wales?

Baaa! You can't pull the wool over my eyes even if you do wear welly boots. There are actually 4,999,999 sheep in Wales — the other one emigrated to New Zealand. Seriously though, I think you can safely buy the Spectrum +3 without worrying about a new updated one appearing within the next year or so. I'm actually waiting for Amstrad to bring out a hi-fi, video recorder, monitor and Speccy all in one system. What do you say, Sugar? **Ed**. *Not a lot, Honey!* **Phil**

KINDLY LEAVE THE STAGE...

This month's dismal jokes come from Shaun 'Spud' Allaton of Ipswich, Terry Russoff of Tufnell Park, London and Khalid Jamil of Dollis Hill, London.

Did you hear about the three Irishmen sitting on the ground? One fell off.

Q: What's pink and wrinkly and hangs out your underpants?
A: Your granny!

Q: What did Spock find when he went into the Enterprise's toilet?
A: The Captain's Log! (Wagga! Wagga! Wagga!)

Have you got an abysmal gag you'd like the world to hear? Then send it to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE. And no puns on the word 'byte' please (or we'll send the boys round).

BODY BUILDING

I'm going to tell you a story about four people who work at *Your Sinclair* called Somebody, Everybody, Nobody and Anybody.

Here goes.

Once upon a time there was an important edition of YS to be edited ready for publishing and Everybody was sure that Somebody would do it. Anybody would have done it, but Nobody did it. Somebody got very angry because it was Everybody's job. Everybody thought Anybody would do it, but Nobody realised that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody would have done. A very confusing story.
Barry Swinscoe
Plymouth, Devon

It maybe confusing but I managed to work out exactly who Everybody was. Phil was a Nobody, Marcus could be Anybody and Somebody must have been Peter the Art Editor. It follows then that Everybody must have been me! **Ed**

NUL POINTS

I am writing the first ever letter with no points to it. Damn, that's one already — oh well, I'll stop now while the going's good.
Al
Pirton, Herts

I noticed you were playing your joker when you wrote that letter. Still I've beaten (oo-er) you 'cos this answer has no point to it either. **Ed**

V SIGNS!

I think Ainslie Mcleod has been very naughty with his cover drawing on the July issue. After I read your magazine I noticed that 'Thing' on the front cover was doing something quite offensive to a group of nasties behind him with his left hand using two fingers. Personally I don't think the innocent 'Thing' would do a thing like that so I feel it must be a mistake and I'm entitled to a trainspotter award.
Richard Elton
Stoke On Trent, Staffordshire
PS Please sign Editor and not Ed. You're getting too lazy.

I'm afraid you're not entitled to a trainspotter award because it wasn't a mistake. 'Thing' really did make that rather obscene gesture and there was nothing we could do about it. But wouldn't you if you were being chased by hordes of nasty creatures? **Ed**. *Oops sorry.* **Editor**

DESERT ISLAND DISKS



Meep meep! Our Disker this month is the Road Runner, who's on hols at the moment with Anthony Johnson of Willesden Green (I prefer Greece myself). Amazingly enough the Runner's a bit of a Speccy fan, and here are his top eight:

Starquake/Bubble Bus
The first game I ever bought and I've spent many playing nights on it — wowee! It's still brilliant.

Head Over Heels/Ocean
Cutesy, cutesy characters, excellent graphics and I played it a lot. (I think T'zer is cuter.)

Universal Hero/Mastertronic
Another Jetman game I thought, but this cheapie proved different.

Herbert's Dummy Run/Mikro-Gen
I like all the Wally (Phil South) games but Herbert's is my favourite, maybe because I'm just a big baby. Goo gaa goo goo!

Knight Lore/Ultimate
So what! Everybody else has chosen this, so why can't I?

The Sacred Armour Of Antiriad/Palace
Very nice animation and gameplay, congratulations *YS* for letting me win the Antiriad compo. (*Crawler. Ed*)

I Ball/Firebird
Another of my favourite cheapies — a different viewpoint and I like increasing my arsenal through each level.

Bobby Bearing/The Edge
How many games have balls in them?

SMALL PRINT

PS How do I complete *ID*?
Dom Robinson
Woodsmoor, Stockport
First you write the letter I and then the letter D. Easy innit? **Ed**

As this is the star letter please can I have *Psi-5 Trading Company, Exolon* and *Challenge Of The Gobots*?
Richard Pelley
Bristol
Yes! Well, actually I'm lying. Tee hee! **Ed**

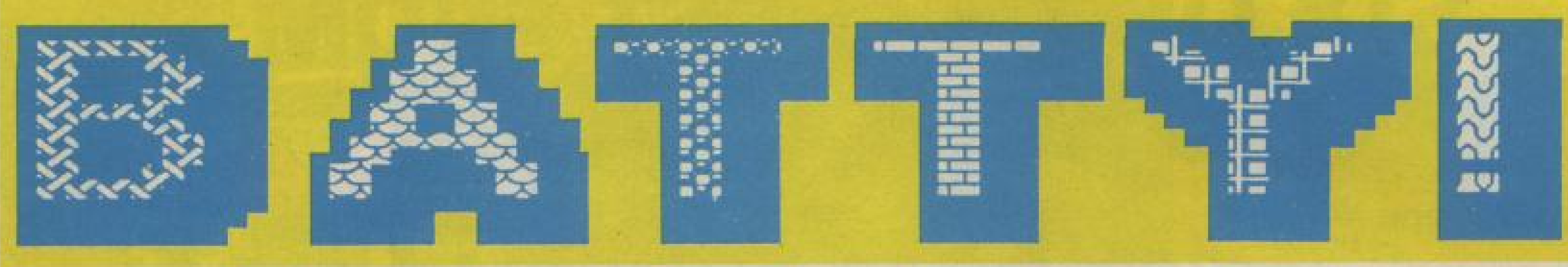
PPPPS Who is this PS person anyway?
Daryl Tebbutt
Leicester
Could be anybody and everybody. **Phil**. *Let's not start all that again.* **Ed**

PS I think Phil is great.
PPS Only joking!
Andy Stephen
Broadstairs, Kent
Phew! That was a close shave. For a moment there, I thought you were serious. **Ed**

PPPS How about having a few square type brackets, just for variety? [[[]]]
Pete Whitby Jr
Henbury, Bristol
Variety may well be the spice of life but certainly not brackets. {{{}}}}**Ed**

SIX OF THE BEST FROM . . .





Yes, it's another gargleblasting *YS* exclusive! After the wonders of *Road Race*, here's *Batty* — a completely new bat-and-ball game that puts your brain in the blender!

Yepperoo! *YS* has done it again! And like *Road Race*, Elite's *Batty* isn't just a demo of a game, or a few screens knocked up in five minutes over a few Barbican shandies down the Gannet and Goose. Certainly not, officer. This is the real thing, the whole kit and kaboodle. Strongly inspired by Dr Berkmann's fave wristwrangler *Arkanoid*, it's an n-screen (more about this later) bat-and-ball extravaganza that'll push you to the edge, and probably off it as well. Already two regular visitors to the *YS* offices have been dragged away screaming by men in white coats after spending entire afternoons trying to get past level 3. Only two of us have done it, only to be confounded by the horrors of level 5. Can you do better?



Level One and a relatively straightforward task — well, at least compared to what you'll face a little later! Note the shadows and backgrounds — neat, huh?

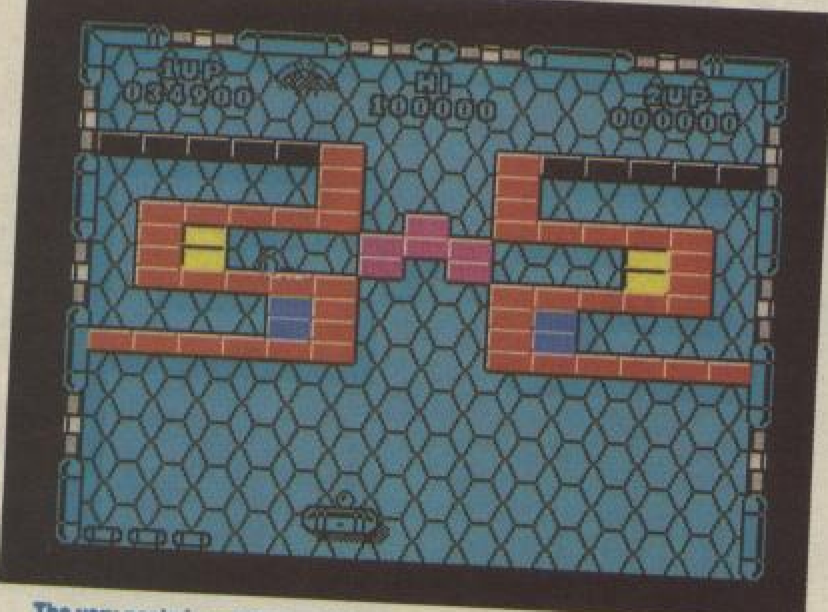
HOW TO PLAY

The basic idea's much the same as *Arkanoid* and its original forebear, the stegosaurus of the arcade game world, *Breakout*. Controlling a bat that patrols the bottom of the screen, you deflect a ball back and forth breaking down bricks which stand between you and the next round. If you miss, you lose a life. Most of the bricks need just one hit before they vanish into the ether, but other sturdier specimens need two or more hits, and a fair few (on all the most difficult screens, natch) are completely indestructible.

Each screen has a different layout, some more fiendish than others. You'll also be helped along the way by little capsules that drop down from destroyed bricks, giving you extra powers or points if you catch 'em. Each capsule has its own very distinctive graphic, and will variously extend your bat length (oo-er), turn it into a laser (double oo-er with knobs on), let it catch the ball, give you three balls instead of one (mega-oo-er), slow the ball down, give you 5000 points, add an extra life, give you a SMASH ball that'll pummel its way through everything not actually indestructible, and best of all, fire you straight to the next screen, no questions asked. Aliens float out from the top, but unlike *Arkanoid*, they fire bombs at you which reduce you to airborne rubble before you can say "Harry Carpenter".

Starting off's easy enough. One or two people can play, and you have the usual keyboard or joystick choice. To move the bat from side to side, use alternate keys on the A-L row, and to fire (which you'll need to do when starting and also when you've blagged the laser bat) press any button on the Z-M row. We found keys much easier to use than joystick, but you may disagree. If there are two of you, you can either play against each other in the normal way, or together in a 'double play' — the screen is split into two halves and you each protect one side. One snag with this arrangement is that if one of you loses a life, so does the other, so it's in both your interests to be vigilant.

Multiple-hit and indestructible bricks aren't colour-coded — you'll find out which they are by trial and error. From the second screen on you'll also come across little circular devices that, when switched on (they seem to click on and off at random), exert a sort of gravitational pull on the ball and warp its path slightly but sometimes crucially. On later screens you'll find these devices at the bottom of the screen, where they should be avoided at all costs!



The very nasty Level Three with its dreaded Bricks of Indestructability. Here it's the red ones which won't give in to your attacks, and as you can imagine, the yellow and blue ones take a little getting to. You're on your own!

THE BATTY CHALLENGE

So what has *Batty* got that its predecessors hadn't? Certainly there are the graphics — Elite's display is even slicker than in Ocean's *Arkanoid*, and who would ever have thought *that* possible? And secondly *Batty* is harder as our failure to breach level five may well indicate. In fact, we think it's such a tough nut that we don't think you're going to finish it. Yo ho! That's why we want you to prove us wrong. Tell us:

1. How many levels there are in the game before it goes back to the first level again.
2. What the final screen looks like.

If you're the first person who gets it right, you'll win ten recent games for your Spectrum! Write to *Batty* Challenge, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Dr Berkmann will also be advising on *Batty* problems in his Clinic. But enough of all this — load it up and batter away!

TAPE TROUBLES

If your copy of *Batty* fails to load, here's what you do. Send the tape in a strong envelope to *Batty* Returns Dept, PO Box 320, London N21 2NB and make sure you enclose a similar self-addressed envelope with at least 18p on it. And please don't phone or send your game to the office as we cannot deal with the problem here. The free copy of *Batty* is only available on copies of *YS* sold in the UK, and on all subscription copies. Sorry, we can't send copies abroad on request, so if you want any cover gifts, get a sub! There'll be two more free games on the cover before the end of the year (but don't tell everyone — they'll all want one!).

If by any chance you also feel like paying for *Batty*, it's available on Elite's latest *Six Pak* compilation, along with *Into The Eagle's Nest* (Pandora), *Shockway Rider* and *Lightforce* (both FTL), *International Karate* (System 7) and *Ace* (Cascade) — out soon.

NOW AVAILABLE – the official Spectrum Upgrade!

Turn your Spectrum into a Spectrum + for just £24.95

+ £1.50 p + p

Makes a great present

ORDER NOW!

ACCESS WELCOME

- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.

True video · Inverse video · Graphics · Edit · Caps lock · Break · Delete · Extended mode · Space bar · Caps shift · Full stop · Semicolon · Inverted comma · Cursor controls · Comma

The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system- Interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£31.90** + £1.50 p + p we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position.** There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send **£31.90** + £1.50 p + p. Total **£33.40.**
2. Should you require the do-it-yourself kit just send **£24.95** + £1.50 p + p. Total **£26.45.**
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

VideoVault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: (04574) 66555/67761 & Manchester 061-236 0376



FREE SOFTWARE WITH ALL REPAIRS

As illustrated value £9.99 (or similar subject to availability) will be sent with all completed repairs during August. Maximum repair prices:

Commodore 64	Amstrad 464	BBC 'B'	Spectrum
£35	£38	£38	£18

MICRO CLINIC®

For a Professional and Efficient Repair Service

WHY ARE WE DIFFERENT TO MOST OF OUR COMPETITORS?

- ☐ The whole computer is guaranteed for 4 months!
- ☐ Every computer is fully soak tested before return!
- ☐ All leading makes of computer repaired.
- ☐ We don't say 24 hour service and then take 3-4 weeks!

Just pack your computer carefully, if in doubt include power supply.
(ii) Include cheque/postal order to MICROSNIPS Ltd.
(ii) Or pay by ACCESS/VISA/SPECTRUM Charge Card/Lombard Tricity Card giving Card No. and Expiry Date

Prices shown are guaranteed maximums - subject to no tampering! And include return postage (for Group 4 Courier - Add £8)

PHONE **051-630 3013**

MICRO SNIPS

P.O. BOX 19 WALLASEY MERSEYSIDE L45 4FB

Registered Office 37 Seaview Road, Wallasey

YS COMPO

WARP-SPASM!

WIN FIVE SETS OF SLAINE BOOKS, T-SHIRT, BADGE AND GAME. PLUS 30 COPIES OF MARTECH'S SLAINE

Battle-Smiter, thief and cattle rustler... Slaine McRoth, mightiest Warrior King of all, is here on the Speccy in Martech's new game *Slaine The Berserker.* And boy is this guy warped! Slaine, the greatest of Celtic warriors, is the sort of man who wouldn't wear a helmet 'cos he considers it effeminate and suggests he's frightened of getting his head split open. He's got muscles on muscles with taut thighs, bulging biceps and a chest that'd make Sam Fox look puny! He's also got the biggest warp-spasm medieval Britain has had the misfortune to witness, but we won't go into that!

Those heroes at Martech are offering five sets of *Slaine* goodies — two glossy *Slaine* books, a *Slaine* T-shirt and badge, plus a copy of the game — for the lucky winners, plus 30 copies of this fabulous new game, *Slaine*, to the runners-up. And you don't have to have long hair (Strength, Samson. Geddit?) to enter. Just study the two frames of 2000AD's *Slaine* shown here and circle any differences you find with a ball point pen. Fill in the coupon, write the number of differences you found on the back of an envelope and send the whole lot, or a photocopy, to Flippin' 'Eck Warp-Spasms Have Never Been So Good Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

RULES

- Dwarfs of Dennis Publishing Ltd and Martech minions will suffer warp-spasm 9 (Capt'n) if they attempt to enter.
- You'd be out of your hero harness not to get your entry in by September 30th.
- Battle with Ed McRoth and you'll experience Berserker Fury more terrible than ever before.





My name may not be Slaine but I sure slayed .... differences in the piccies above.

My Name Is ....

Address ....

....

....Postcode...............................

SEE US AT THE PCW SHOW STAND 1511

21st CENTURY WARRIOR: Apache GUNSHIP

The Apache . . . Fierce and elusive, like its warrior namesake . . . Capable of defeating enemy tanks, infantry, and hostile aircraft on the modern electronic battlefield.

Gunship's revolutionary 3-D graphics enable you, the pilot, to fly into the world's hottest trouble spots . . . You'll use an unbelievable array of high tech information and weapon systems, including lasers, video cameras, night viewers, radar warnings, jammers, computers, missiles, rockets, flares and a 30mm cannon! Successful missions will be rewarded with medals and rank promotions.

Experience the danger and excitement of attack helicopter action . . . your latest adventure in the ever-growing line of MicroProse Simulation Software.

See your software dealer today and become a part of the GUNSHIP adventure! Challenge the enemy, the sky, and YOURSELF with this extraordinary simulation.

GUNSHIP for Commodore 64/128. Cassette £14.95, Disk £19.95.

MICRO PROSE

SIMULATION • SOFTWARE

MICROPROSE SOFTWARE LIMITED, 2 MARKET PLACE, TETBURY, GLOUCESTERSHIRE GL8 8DA. TEL: (0666) 54326. TLX: 43422 MPS/UKG

SOON TO BE AVAILABLE SPECTRUM AND AMSTRAD CPC FROM £9.95

BATTLES

After months of silence, Elite emerges agai[n] version of the old pencil-and-paper sea battle ga[me] *Marcus Berkmann* going ove[rb]

Splosh! Yes, I fancied a dip. Though with all these missiles and fighter bombers flying around, there are safer places to be than swimming around in the sea. Like, well, anywhere else at all.

Perhaps it's more comfortable to play *Battleships* in the warmth of your own front room, lying on the chaise longue beside a roaring Speccy. Not that you'd ever imagine that such a simple (if frustratingly addictive) game could ever make much of a splash on the UK's fave computer. Sounds seriously dull, dunnit? But Elite — or rather boss Steve Wilcox, whose ingenious idea it was — has transferred the old HB and A4 game of distant memory into a surprisingly nifty and intelligent slice of games' programming. Wilcox and his programmers have taken the heart of the idea, tickled it up, added some excellent action sequences, and produced a genuine computer game, with enough excitement and challenge to keep the *YS* team away from *Batty* for an entire afternoon (and more)!

The rules have been modified, but the basic idea remains the same. Within a 20-by-20 grid of squares, you have to place six ships, each of different sizes and shapes. You get one aircraft carrier, which takes up six squares, one battleship (five), one submarine (four), two destroyers (three) and a missile launch (two). Your opponent (whether human or computer-shaped) positions his ships, too. Neither of you sees what the other is up to (unless, of course, you cheat. But you wouldn't do that, would you?). You then take turns to try and blast each other's fleet out of the water. You each have 24 shots a go when you start, but your ration's reduced by four each time you lose a ship. Whoever sinks all the other's fleet first, wins. Couldn't really be simpler, could it?

But like all the best games, there's more beneath the surface than meets the eye. The original *Battleships* is a game of strategy and slithery thinking, and the computer version can be just as slimy. Outwitting the opponent is the idea, and you can start this by arranging your ships in all manner of formations. Then, when it's your turn to attack, you've got to scatter your missiles around in such a way as to maximise your chances of hitting something (makes sense, I suppose). Then there's the problem of finishing off a vessel once you've got that first elusive hit.

Not that you should get the impression that *Battleships* is a dry strategy puzzle where excitement and action are unknown. 'Cos when you've chosen your 24 (or fewer) targets, you cut to a screen showing your opponent's ships — or what's left of them — and watch as your missiles smash violently into their hulls or drop pitifully into the surrounding ocean. Every time a ship is hit its sprite on the action screen becomes progressively less seaworthy, until the final hit when, with a gloop and a splutter, it keels over and heads for Davy Jones' locker. The sprite changes, too, on the grid screen, and when it goes under you see a reassuring lifebelt marked 'SOS' in its place. Six lifebelts and you're home and dry!

There are three modes of play: one player, two players and 'multi-play'. Playing by yourself is okay for practice, but a bit dull after a while, as the computer (let's face it) isn't that hot. It's better to play with two, and best of all to play with a whole bunch of you. Multi-play is, in fact, just a series of two player games, in which the winner stays on and scores points to put him/her on the high score table. After each victory a new challenger is invited to sign in, so you can play with any number, from two up. This is when the game really comes into its own.

Battleships is unlikely to please everybody, but anyone with sea legs and a keen eye for aquatic violence should love it to pieces. As well as being compulsive, it's also that rarity on the Speccy — a game that's more fun for two (I can think of a few of those. *Ed*).

FAX BOX

Game	Battleships
Publisher	Elite
Price	£7.95
Joystick	Most types
Keys	Definable

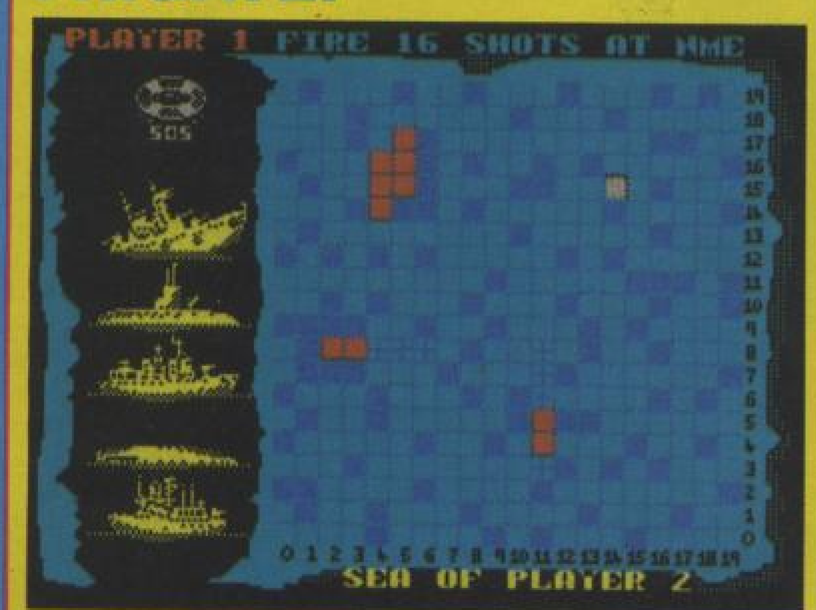
- Use the cursor to plot your shots. Although a wide range of fire is never a bad idea, remember the diagonals. It's all too easy to leave huge diagonal spaces, even when it looks as though you've covered the grid pretty thoroughly.

You can't get a hit all the time, but it's still important not to waste your shots on parts of the grid where you couldn't conceivably fit a battleship, sub or whatever it is that you're missing. Go for those wide open spaces!

- Slimy players occasionally put their ships as near to each other as they can, which can confuse the other player if he gets a couple of nearby hits on different ships, or may cause him to miss one of the ships completely. But the game doesn't allow you to put ships right on each other's bows — you have to leave one square's gap at all times.

Battleships are five squares in a line, and that could be in any direction. Often frustratingly hard to track down and sink even after you've struck the first blow.

FRIGATE!



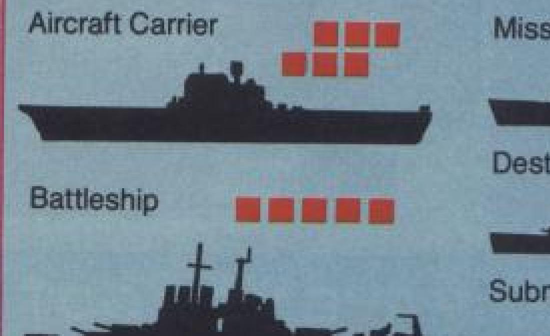
Ahoy, me hearties! You've only got 16 shots per turn left, which means only four ships to shoot them from, so you're up against it here. You've taken out his aircraft carrier, and inflicted hits on his battleship (five squares) and one of his destroyers (three). But which one's which? You'll have to treat both targets as possible battleships (expensive in terms of missiles) in order to be sure of sinking both. But your first priority is reducing your opponent's firepower, and to do that you've got to make sure those ships plummet straight to the ocean floor.

SHIPS

...in with none other than a Speccy ...me. And shiver our timbers, bain't it be ...e board as usual!

SHIPSHAPES

You and your enemy start with the same forces — perhaps it's just that it doesn't seem like that when he's sunk three of your boats within the first three goes. Watch out for these shapes, and remember that except for the battleship and submarine, all can be hidden diagonally as well!





Odd subs, these, 'cos they never seem to go under water (unless they sink, of course). They're a rum shape, too, and with four squares on the grid they're undoubtedly the least manoeuvrable of the smaller vessels.

Six squares on the grid, the aircraft carrier's probably the easiest of the lot to knock off — I mean, you can hardly miss it! So don't slash your wrists when the computer nabs yours on Turn 1.

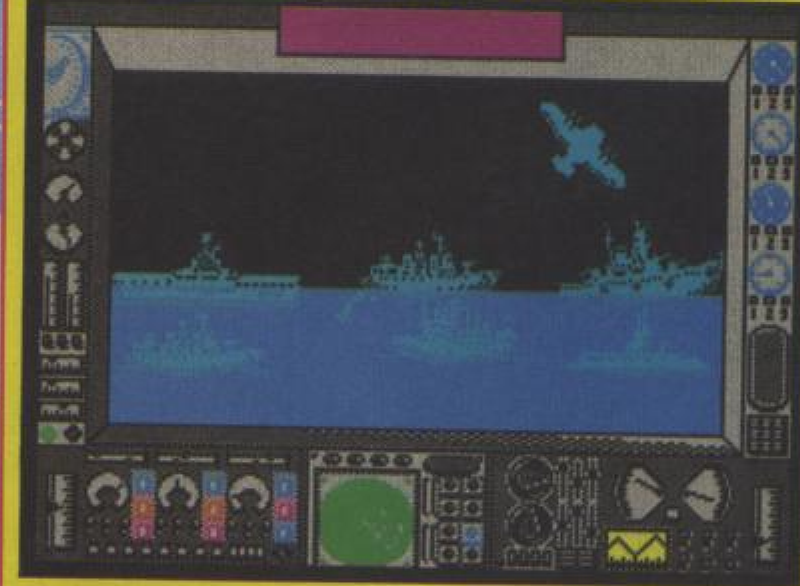
Each side has two destroyers and there always seems to be one of yours left untouched as the game draws to a close. Highly hideable and not to be underestimated.

This may not look up to much, but the Missile Launches, at two squares, are the jewel in any *Battleship* player's crown, if he can track them down, mainly 'cos they're virtually impossible to find! Hitting it in the early stages can often give you the upper hand.

YOUR SINCLAIR MEGAGAME

YS CLAPOMETER	
GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■□□
ADDICTENESS	■■■■■■■■□□
TOTAL	9

HARD ASTERN, CAP'N!



The battle screen, as one of the enemy's planes makes a pass (oo, cheeky!) over your defences. On this attack, I'm afraid, you've only managed to hit the battleship — note it listing on the top right. Weird, isn't it, the way the two navies only ever attack at night? But take a look at all those neatly designed instruments around the sides — fortunately they don't mean anything at all!

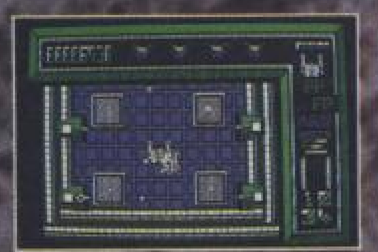
Illustration: Ken Oliver

STARLIGHT SOFTWARE

HYBRID

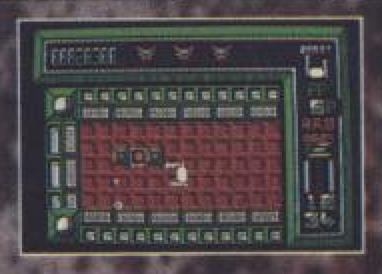
HAVE YOU GOT WHAT IT TAKES!

A complex and deeply developed strategy game brought together to generate the battleground of the future. HYBRID is a combination of superb graphics and original techniques to emulate those fevered imaginations hitherto found only in nightmares. HYBRID challenges your ability to master this superior space adventure. The superb detail and engrossing strategy is a feast for the imagination.



SPECIAL FEATURES

+ OVER 200 ROOMS
+ MULTIPLE ROBOT MERGE FACILITY
+ WEAPON SILOS, POWER PODS, TELEPORT CONSULES
+ MULTIPLE FIREPOWER & ARMOUR CHACHETS



C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99



HINTS 'N' TIPS

YS TIPSHOP

The gang's all here! Happy hints, top tips, and pick of the POKEs. That's what Phil South has got in store for you this month, and every month, in the YS Tipshop.

Hello, good evening and welcome to the *YS Tipshop*, the fattest little hints'n'tips section in the entire history of the Trades Descriptions Act. Yep, it's positively porky with POKEs, it's tumescent with tips, it's heavy with hints... I think you know what I'm talking about. We've got all sorts of maps — *Wolfan, Flash Gordon, The Hive* and *Roller Coaster* — hints on *Barbarian, Highlander, Shockway Rider* and *Future Knight*, and if you're not feeling too well, we've got Dr Berkmann's Surgery, with prescriptions for every sick joke in the book. Plus much, much more.

And remember, each hint, tip, POKE and map printed gets a fab new and suitably tasteless 'I've Got Big Tips' badge. Okay, let's kick off with **Lee Tonks** and the second half of his solution to...

Stormbringer 48K Part II

● Having left you in the lurch last issue, here's part 2 of Lee Tonks' complete solution to this most recent addition to the *Magic Knight* series.

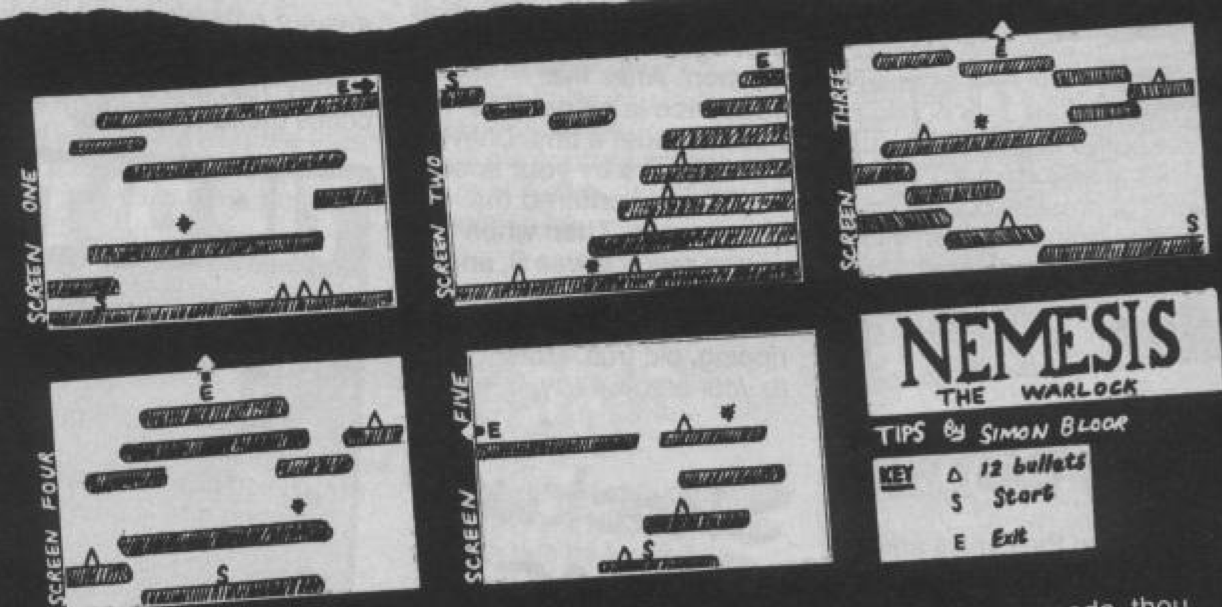
"Drop the advert and arrow. Pick up the glow shield and wear it straight away as it drains your energy at a startling rate if you don't. Take the teleport pad and go up one level to Main Lever 1. The idea on this level is to enter the binary number on the levers. For example, if your number was 12 then the binary for that would be 0001100. So you'd pull levers three and four. The room to the left is dark, so you must walk very close to the left hand side of the Main Lever 1, unwear the shield, run left and drop it very quickly. To get past the wall in Main Lever 4, throw the teleport pad at Reggie the Rat and teleport. If you have pulled the right levers, the security door will be open and you can go through, and the main teleport will have been activated. If you make a mess, cast Magic Fulcrum to restore the levers to their original positions. When you've finished, teleport, pick up the teleport pad, go right till you find the hole and fall down it. Make sure you have the silver arrow, and activate the teleport. You'll go into Limbo. Find Robin and give him the arrow. Get the chicken and wait till it lays a golden egg. Give the egg to Robin. Now walk left till you find Bearwoolf. Then go right one screen and stand in front of the plant with the red flower. Cast Pass Plant. Quickly go and pick up the Elf Horn, as this room drains your energy, walk back to the plant and cast Pass Plant again. Walk left until you are about a centimetre away from Bearwoolf's hand. Then blow the horn and summon Robin. Command Robin to help and he'll shoot Bearwoolf, who'll turn into a teddy bear. Find the advert and come back to the screen where Bearwoolf was. Just before you get to the edge of the screen, jump and you'll land on a platform. Go across five screens like this and you'll find Bearwoolf's hoard. Drop the advert under the Magic Missile, stand on the advert, and pick up the Magic Missile. When you throw this missile at the Off-White Knight, he'll go to sleep. Having got this far will give you about 71%. I won't spoil the game completely by telling you how to incorporate Magic Knight with the Off-White Knight, but here are some subtle hints.

1. **Rachael has the mirror.**
2. **Don't drop the dynamite.**
3. **Magic Missile and Crystal Ball let you cast Travel To Person.**
4. **Tickle people with horsefeather to make them happier.**
5. **To read list of clues, give to Aramis le Peux and command him to help a few times.**

And that's it. See you later, refrigerator!" In a while, data file! Thanks Lee, hold on a minute and I'll frisbee a badge over to you. Hmph! (whiz!) You've made some of our other readers very happy, namely **Stuart Ferguson, Martin Stonebridge, Jim McGechie, Alistair Pascoe** and **Chris 'Zapper' Ryan**, because they all wrote in to the *Tipshop* with HAYLP letters on *Stormbringer*. There you are, guys, don't say we never give you anything!

Nemesis

● No, not the Warlock, silly. This is the arcade conversion that has been wowing them to distraction all over the place. **Jamie Stone** is a



Nemesis The Warlock

*=Best places to stand

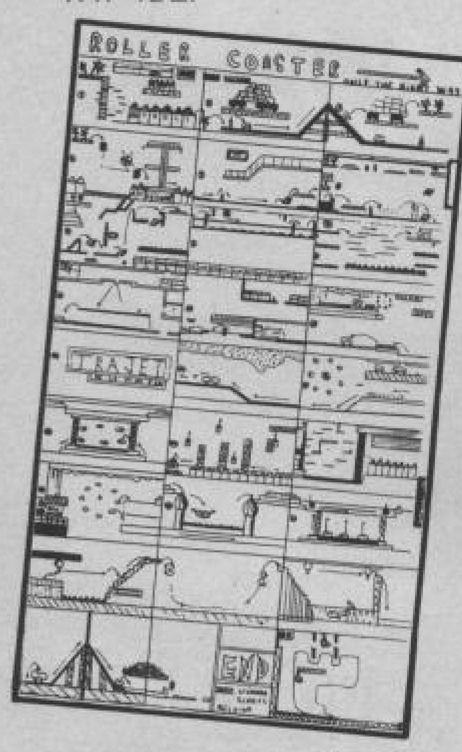
1. Try and take one pile of bullets at a time. You can only carry 12 at once. But don't forget to collect them all, they are worth 120 points each.
2. There are Terminators on the first four screens, then there are Chainsaws.
3. Don't forget to use your ration of one spit of acid on each screen. More points.

Credo! Take heed, Torquemada, thou shalt not feel the flames from my snout on the seat of thy botty before the purple sun sinks beneath the mountains of the great blue planet... phew, that's a mouthful! Many thanks to **Simon Bloor** for this super map of Martech's wizard arcade adventure. I can't stand those squelchy zombies, myself. Gives me the willies the way they thulch up out of the dead warriors bodies... ugh!

pretty mean *Nemesis* player, and to prove it he's sent me this tip for it. **"I've found a cheat in that brill game *Nemesis*... First of all get a two player game and make sure that player two gets onto level two or higher. Then have another two player game and you'll notice that player two will start on the level you got up to in your first game! Aborting will not affect this."** Good work, Stoney Baby! One badge coming right up! (Pee-ow!)

Roller Coaster Map Offer

● This month's map giveaway is an oldish game, but really good, and I can't remember anyone ever finishing it. *Roller Coaster* is a brill little platform game, and if you'd like a copy of the map, drawn by **Stéphane Schmitz**, simply send a big sae to: *Roller Coaster* Map Offer, YS Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Barbarian

● Okay, so the cynics among us may still whinge that *Barbarian* was only a stupendously successful game for two reasons. And both of them were attached to Maria Whittaker. (Brrr.) But the fact remains, grubbiness aside, that a great many people bought and enjoyed the game, and being a bestseller attracts a fair sized chunk of the *Tipshop* mailbag. **Stuart Anstis** and **Gary Dowding** had this to say: **"Me and my mate Gaz have got *Barbarian* well and truly sussed. All you have to do is knock your opponent into a corner using roll forwards, then you must count two rolls and kick him one in the goolies. Do this a few times and he'll kick the bucket. On reaching Drax he'll throw thunderbolts at you. Jump over the first one then roll into him. The Princess then sits down at your feet, and it's completed. Simple innit?"** Quite. Co-thrashers **Andrew Males, Luke Wilson** and **Robert Tidy** also came up with this tactic for winning at *Barbarian*, but **Andrew Males** has a more complex problem. What *is* happening on November the 5th? **"I got a very strange message on *Barbarian*. My friend and I were having a long slog out for about ten minutes, when he finally chopped my head off. A message appeared at the top of the screen 'FINAL U8 5/11/87'. What does this mean?"** Flipped if I know, Andrew, tried phoning Palace? Any ideas, readers?

Thrust

● Okay, okay, we've done all the rude thrusting jokes. Cut it out! **Andrew Jones** has found the *Thrust* cheat mode. Hit it, Andy... **"While thrusting away at *Thrust*, I paused it and discovered a sequence, S-O-M-A-N-Y-W-O-M-E-N, which in case you don't get it spells 'So Many Women'. After that sequence is pressed in Pause mode, a tiny 'C' in a box appears by your score. You've now entered the cheat mode. Then when you're ready press S, and you are now on the next level. Corky, huh?"** Positively ripping, old fruit. More thrust to your elbow, I say.

Shockway Rider

● "On the first level," says **Cris Lehmann**, **"it's best to go on to the slow lane, and go along a bit to get the bricks. Walking along the top allows vigilantes to get you easily. Once you've got the bricks go wild and hit every pedestrian possible. Go for nine lives as they're harder to get in later levels. On level 2, go for speed. If you go for mailbags you can sometimes get stuck. On level 3, get the bricks and keep to the faster lanes. Don't bother with bottles as you'll probably lose three or four lives getting the five needed. Level 4, walk along the top to get the bricks. Don't worry about vigilantes because they don't appear until the halfway mark. Keep firing at the targets. Go for speed in this level and you'll probably get a 4000+ bonus. Level 5, *panic*! There aren't any bricks until Block 3. You'll have to punch your way for a bit. At about Block 8, three bars appear, so watch out for them. Level 6, this is another level where a high bonus is easy to get. Go for the targets here. Level 7, if you're low on lives, here is the place to get them back. The best lanes are the slow one and the fast one for mailbags. Level 8, if you're low on lives here, start praying! Go on the fast lane and the blokes at the top find it hard to hit you. Don't waste time trying to gain extra lives, unless you've just lost a life and are just next to an onlooker. Follow all this advice and *wow* you have a *Full Circle* and a bonus of 50,000 points!"** Phew, thanks Cris. We'd never had made it round the city without ya!

Psi Chess

● Huh? Gorblimey! Now here's a queer little tip. For a chess game? Yes, and a very good chess game too. **Trefor Soutwell** has discovered funny goings on under the chequered board of this most intellectual game.

"Try white move first (you are white) then press T to save. Then press break for five secs until you get Basic. Now you can type RANDOMISE USR 34900 and a clock starts ticking in the corner of the listing." Weird! Some of you hackers out there might like to explain to us what's happening here. Nice one, Trefor!

Bombjack II

● This game was stunningly popular, and although it's not the most modern game, I thought it'd be nice if I contributed my own hints and tips on this corky little arcade classic.

Timing is most important, especially when you're jumping onto short platforms inhabited by monsters. It's a good idea to get off each screen before the baddies start jumping. The first baddies will jump around randomly, and not follow you about. If you hang about long enough for them to mutate into the next stage they become intelligent and home in on you. Screens are impossible to finish once they get to this stage, so try and clear them beforehand. It's important to learn which platforms on which screens can be jumped to, as you won't have time to stop and think about it while playing. The secret of the sack collecting is to suss the order in which you must get the

TIP O' THE MONTH

Auf Wiedersehen Monty

Ever spent hours thrashing around airports in *Auf Wiedersehen Monty*, not knowing which way to turn? Well, now you can travel with pride, 'cos **C Heathcote, John Riddoch** and **Richard Payne** have the answer for you.

FROM	TO
Airport, Spain	Paris, France
Paris, France	Antwerp, Belgium
Antwerp, Belgium	Luxembourg
Luxembourg	Amsterdam, Netherlands
Amsterdam, Netherlands	Airport, Spain
West Berlin, Germany	E Berlin, E Germany
E Berlin, E Germany	Airport, Yugoslavia
Airport, Yugoslavia	Rome, Italy
Rome, Italy	Olympus, Greece
Olympus, Greece	Bern, Swiss
Moledavia	Copenhagen, Denmark

And there you have it. You moles, go for it!

PRESENTS "THANATOS" A MAP BY

START

Map sent in by **Robert Greig** from Fife, Scotland.

sacks, as collecting them in the wrong order means you have to pick one out of order. So try not to get out of sequence. There are two sorts of screens with special techniques: 1. Some screens have only one route around them. First go one way to pick up a sack, backtrack to pick up the next sack, then the other way around for the next. Try not to get dizzy! 2. On others, one platform acts as a 'key' linking two sets of platforms. This is usually the one you start on, and thus where the dead baddies reappear. Since you're going to have to pass through the 'key' platform numerous times, try not to kill the baddies.

Okay, hope that is of some haylp to those of you having trouble with *Bombjack II*.

Flash Gordon

● **Alex 'Zarkov' Froley**, who tells me candidly that he's a tender 10 years of age, has a whole spaceship of tips for MAD's flashy *Flash* (AA-aah!) *Gordon*. "**Shoot gorillas whilst they are coming down. The longer you press fire, the further you jump. To reach Barin's Cave, go left, in, left, out...**" Shake it all about? Sorry. "**...right, right, in, right, right, right, right, out, then keep going right till you're told to start the tape. I found a combination of roll forward and backwards, reverse kick and low punch very useful.**" Well, thanks young Alex, I'm sure we'll find it all more than just a flash in the pan... ha ha... a flash in the... ho ho ho... chortle! Sorry.

Strike

●Another spritely little tipster is **Mark Williams**, who besides being neat and tidy in the old penmanship stakes is a bit fruity on the old *Strike* by Mastertronic. Okay mate, here's a ball. Show us what you're made of. "**To knock over all ten pins every time, follow these instructions. While your name is at the top right of the screen press the RIGHT key. Your name will disappear and you'll move one step. Run forward and bowl the ball... *Strike*! Simple, isn't it?**" It sure is, bucko. Many thanks.

Highlander

●Och aye, the noo, bonny **Daniel Bill**, what have ye te say aboot the jolly *Highlander*? "**The easiest way to beat your opponent is to kneel down and keep performing a high block so that whenever your opponent hits you his energy falls not yours.**" Well tickle me sporran an' call me Fergus! Well done, young haggis.

Future Knight

●Interestingly enough, I half expected someone to come up with this tip for *Future Knight*. I knew the keywords to get to the *Editor* program (featured in last month's and this issue's *Program Pitstop*) in *Future Knight*, but I was waiting to see if anyone could find it without being told. And sure enough, **Mark Wiltshire** has done it. Just wait for the title screen, press the EDIT key (or CAPS SHIFT 1) and then press F, K (Future Knight). Then you have accessed the *Editor* program. See *Program Pitstop* for full details.

Chuckie Egg II Offer

●BrrrrraaAAAARRRRKKK! (plip!) Oh well, good effort. If you'd like **Michael Boyle**'s map of *Chuckie Egg II*, on account of constantly losing your whey in this eggy old game, then chuck us a big sae, (no yoke!) to *Chuckie Egg II* Map Offer, YS Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. BrrrrrrrRRRRAAAAKKKK! Buk, buk!

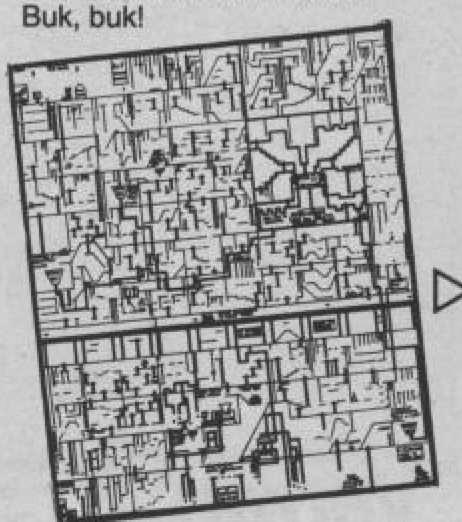




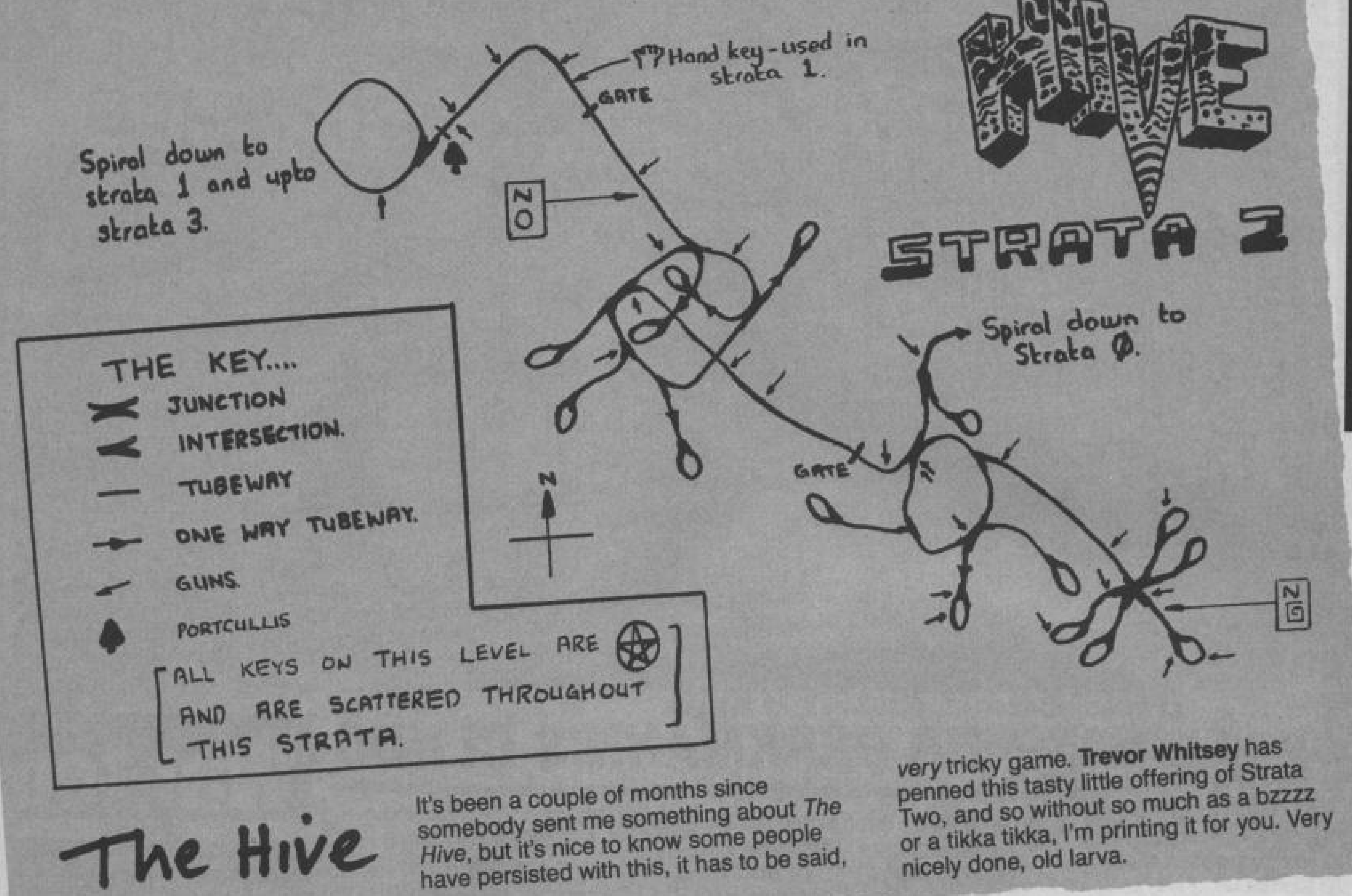
Illustration: Nick Davies


YOUR BEDROOM
IT'S
SUPER SPRINT
BEST•TYRE



...THE PITS!
BEST·TYRE
CODING BY DAVE WAINWRIGHT=GRAFIX BY MARK JONES
SUPER SPRINT
'COMMODORE SCREEN'
It's here! Super Sprint races out of the arcades and on to your own screen!
The official licensed tie-in has all the features that have kept Super Sprint top of the arcades.
SUPER SPRINT™
Eight different tracks, four skill levels, jump ramps, short cuts, gold wrenches, oil slicks, customised cars, they're all here.
King of the coin-ops. On cassette or disk for Spectrum, Commodore and Amstrad home computers.
SUPER SPRINT
ATARI
GAMES
ELECTRIC DREAMS
SOFTWARE
Terminus House, Terminus Terrace, Southampton, SO1 1FE
ZX Spectrum 48K/128K/+ (£9.99) Commodore 64/128 Cassette (£9.99) and Disk (£14.99) Amstrad CPC Cassette (£9.99) and Disk (£14.99) and Atari ST (£19.99)
Mail Order: Activision (UK) Ltd, Units 3 & 4, Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton, NN8 4SR
Tel: (0933) 78787. Access, Amex and Visa Accepted.
TM and Copyright 1987 Atari Games Corporation. All rights reserved. Electric Dreams Software Authorised User


The Map of Bulldog Software's
WOLFAN
by Mitch Welsh for
YOUR SINCLAIR
THE PARK OF DOOM
THE FORTRESS OF DOOM
(THE EVIL ONE LIVES HERE!)
THE CASTLE
STEAL HIS CROWN
RAGNAR THE
OF GOMBOLT
CAVERN
MIRACLES
MOGDUN THE GNOMECRUSHER
BRIBE HIS MEN WITH LAGER.
THE FOREST OF MOGDUN
SCROLL OF MIRACLES



The Hive

It's been a couple of months since somebody sent me something about *The Hive*, but it's nice to know some people have persisted with this, it has to be said, *very* tricky game. **Trevor Whitsey** has penned this tasty little offering of Strata Two, and so without so much as a bzzzz or a tikka tikka, I'm printing it for you. Very nicely done, old larva.

PRACTICAL POKES

He's back! ZZKJ brings you the zappiest POKEs and the craziest hacks!

Yikes! More letters. There was I thinking that the Beginners guide would just be a pebble when in fact it's turned out to be a blimmin' great mountain. Some of you seem to be having great trouble with attacking *Jet Set Willy* (and others) using Hi-Soft's DevPac. Well, after much research I discovered that one of the problems is "Where is the game?" I omitted to say that you need to load the game code itself as well as the Basic loader, from this you can determine where to load the Mons part of the DevPac package. Remember you must load the game code before you load the Mons monitor so that you can make sure none of the Mons is re-written. Make sure you read all the documentation before you use DevPac 'cos it's a very powerful package.

Rastercan

Okay, flying back to your input we start this month's frame with a hack straight from the Herts for Mastertronic's *Rastercan* by the Pinton POKErs **Al** and **Ric**. They automatically solve the door opening problems (No logic) and enable laziness modes (Infinite time). To use it just type it in, Save it off for future use, Run it and play the game tape from the start.

```
10 REM RASTERSCAN HACK
   (C) PIRTON POKERS
20 INK 0: PAPER 0: POKE 2
3624,0: CLEAR 30271
30 LOAD ""SCREEN$: LOAD "
" CODE 30272
40 POKE 40078:201: REM NO
 LOGIC
50 POKE 39228,0: REM INFO
 TIME
60 POKE 39220,0: REM INFI
NITE POWER
70 RANDOMIZE USR 32768
```

Hydrofool

What can I say? **Colin Glaister** from Warrington has surfaced with invulnerability for the *YS* megagame, *Hydrofool*.

```
10 REM HYDROFOOL HACK (C)
 COLIN GLAISTER
20 LET t=0:FOR n=65400 TO
 65481
30 READ a: POKE n,a: LET
t=t+(n-65399)*a:NEXT n
40 IF t-359350 THEN PRINT
 "DATA ERROR": STOP
50 RANDOMIZE USR 65400
60 DATA 6,4,197,221,33,0,
0,17,227,90,55,205,87,5
70 DATA 193,16,241,49,0,0
,221,33,0,56,17,0,192,62
80 DATA 153,55,205,86,5,2
43,33,168,255,17,0,64,1
90 DATA 50,0,237,176,195,
0,64,33,255,247,17,255
100 DATA 255,1,206,187,23
7,184,175,50,27,101,50,31
110 DATA 101,50,35,101,50
,44,101,50,50,101,49,35
120 DATA 94,251,195,224,9
6
```

Down To Earth

Phillip Knapton of Bradford has found a rather useful cheat mode in Firebird's *Down To Earth*. Holding down the 1, 2, 3, 4 and 5 keys will enable you to ski through as many screens as you like — right through to the end of the game!

Ultima Ratio

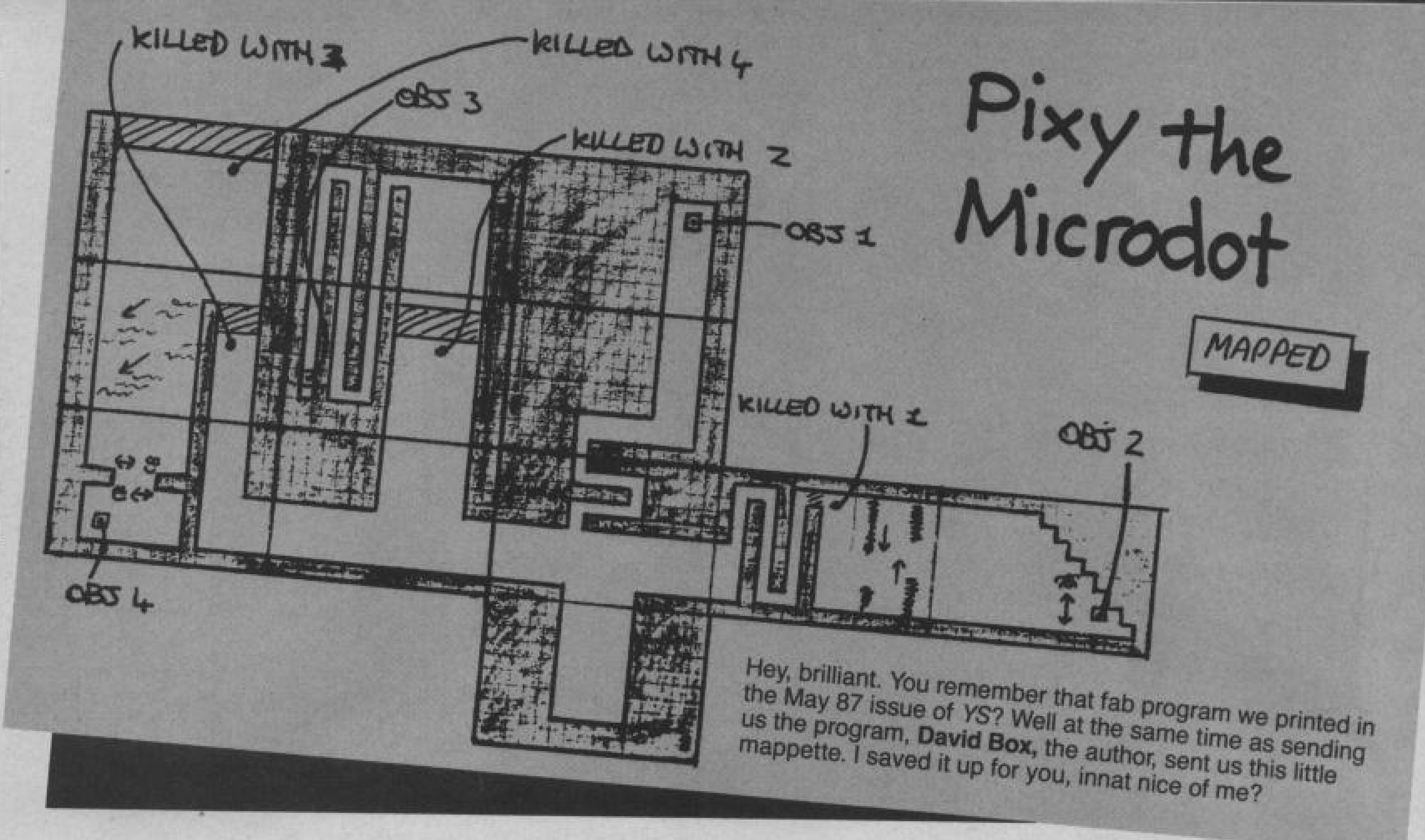
While we're in cheat mode, good ol' **Jon North** from Sutton has discovered that holding down A and D simultaneously in the status screen of Firebird's *Ultima Ratio* will give you infinite lives.

Stormbringer

My great ol' friend **Snootfarc** has delivered yet again for MAD's *Stormbringer*. This time it's a hack for infinite strength and the ability to use any object without it even being there.

```
10 REM STORMBRINGER HACK
(C) SNOOTFARC
20 INK 0: PAPER 0: POKE 2
3624,0: CLEAR 25170
30 LOAD ""SCREEN$: LOAD "
"CODE
40 POKE 38865,0: POKE 401
61,0: POKE 46301,99: POKE
 46183,99: POKE 46702,0
50 RANDOMIZE USR 37632
```

Oooops! I'm just about to fall off the end of my allotted space. So, quickly, remember to send me all your hacks and POKEs at *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. All those printed win a *YS*... Arrrgggghh!



Hey, brilliant. You remember that fab program we printed in the May 87 issue of *YS*? Well at the same time as sending us the program, **David Box**, the author, sent us this little mappette. I saved it up for you, innat nice of me?

DR BERKMANN'S CLINIC

More of a Clinic-ette this month, funsters, so if you wouldn't mind going behind that screen and taking all your clothes off, I'll be with you in just a minute.

First a plea from **Lee Hewitt** of Lincoln, who's having the odd prob with Piranha's *Trap Door*, to whit, he can't get the boiled slimies or the eyeball crush. Each to his own, of course, so here goes. For the eyeball crush, go to the kitchen where you'll find the seeds in the wicker basket. Plant them in the empty flowerpots. When the eyeball plants grow, collect them in the bucket and bung 'em in the urn. Now open the hatch to let the crusher out. Move the urn about until the crusher jumps in, then collect the green juice (yuk) in the bottle.

For the boiled slimies, take the beaker into the flooded cellar and when you see the eyes, pick them up and drop them in. Take them to the cauldron, and let out the fire-breathing robot. Now's the hard bit — you have to contrive to get the robot to breathe on the cauldron, and the only way to do that is use yourself as bait. But if it works, *voilà*, slimies *à la maison* boiled in olives, garlic and a *soupçon* of paprika. Scrummy!

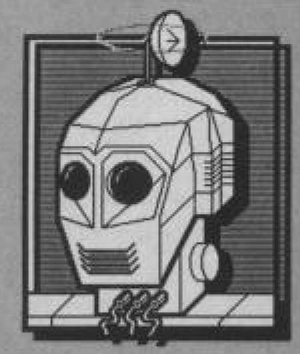
HELP!

A serious game-snag from **Gary Johnson** of Warrington, who's been struggling for two years with *Finders Keepers* and still can't get past the cat. Any ideas? And a fascinating letter from **Mike Street** of Louth in Lincs, who wants a POKE for *Sam Fox Poker* — a popular request, I'd've thought. Finally, **Trevor Woods** of Dublin is stuck in the second half of *Fairlight 2*. After using a key from the first part and the magic carpet he eventually comes to a wraith guarding a door, but when he tries to kill him with a potion it just bounces off him. Can anyone help?

If you've got the answers to these, or you, too, have a problem that can't be solved and you'd like the clinic's help, write NOW to Dr Berkmann's Clinic, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a badge!

Wanted

We want your hints'n'tips, and we don't want 'em next week, not tomorrow, not even today... we want 'em NOW! Every hint, tip, map or POKE printed gets a badge, tastefully inscribed with the legend 'I've Got Big Tips'. So don't waste a second! Make like a cold remedy and whip your letters to YS TIPSHOP, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. You know it makes sense.



HEX'S HEROES

Click, bzzzzzzzzzzttttt! Hellloooooooo! I'm back! Yes it's me, Hex Loader, calling you from my hols in sunny California. Silicon Valley, of course! The heroes have been flooding in, and some very tasty hi-scores, too.

Head Over Heels is the first to fall, having been cracked by my little cheese toastie **Robert Moseley** of Cardiff. "I've blown up five planets and got home to Freedom, with one life left for Head and 3 lives left for Heels. When you get home, there are loads of Head and Heels characters waiting for you. A cannon fires in your honour and you are awarded the post of Emperor." Well blimey, if that ain't the bee's nose. You weren't the only person to complete *Head Over Heels*, but you were the highest scorer to enclose a piccy! Hah! Let that be a lesson to you folks.



Per Danvind
Mikie/124,800



Kevin Symm
Jail Break/completed



Robert Moseley
Head Over Heels/completed

Next up on this carousel of hi-scoring tippers is a score of 124,800 on *Mikie*. The player holding the frazzled joystick after getting this score goes under the name of **Per Davind** of Sweden... s'funny, he looks just like a duck! I thought you said he was a swede?

And the final finalist on this month's heroes is **Kevin Symm**, an eyebrow tweaker of the Roger Moore school it seems, but apart from that he's a dab hand at the old *Jail Break*. Upon completing the game, he says, he got the message 'Congratulations'. Is that it?!??!? No fanfare? No flypast by the Red Arrows? No Sam Fox singing telegram? Blimmin' heck! Worra swiz!

Anyway, that's enough from this grumpy old hector, I'm off for a bit more sun and a long cool glass of 20/50. See you in the pool, suckers. Splooooooshhhh!

Click, bzzzzzzzttttt!!

ACTION · EXCITEMENT · DESTRUCTION
IT IS THE WAY OF THE

JACKAL™

© KONAMI 1986

KONAMI

COMMODORE DISC	£14·95
COMMODORE CASSETTE	£8·95
SPECTRUM CASSETTE	£7·95
AMSTRAD DISC	£14·95
AMSTRAD CASSETTE	£8·95
ATARI DISC	£14·95
ATARI CASSETTE	£9·95

KON-02

BOB

DECKAR

GREY

QUINT

KONAMI

Another gripping Arcade Conversion

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON W6 0PA. TEL: 01-846 9701



For subscription details please send a S.A.E. to:

KONAMI SOFTWARE CLUB

Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

KONAMI HELPLINE
0626 56789

It's the *YS* team of reviewers, Gwyn Hughes, Tony Lee, Richard Blaine, Rick Robson, Marcus Berkmann, Phil South, Tony Worrall and Rachael Smith, with their joysticks at the ready to get on with the marks and GO!

YOUR SINCLAIR MEGAGAME

ATHENA

Imagine/£7.95

Marcus Put on deep, doomy voice. "Transported to a strange forbidding land, Athena, a bold oriental princess must battle for survival to reach the Dark Overlord who brought her to his realm as a pawn for his macabre games..."

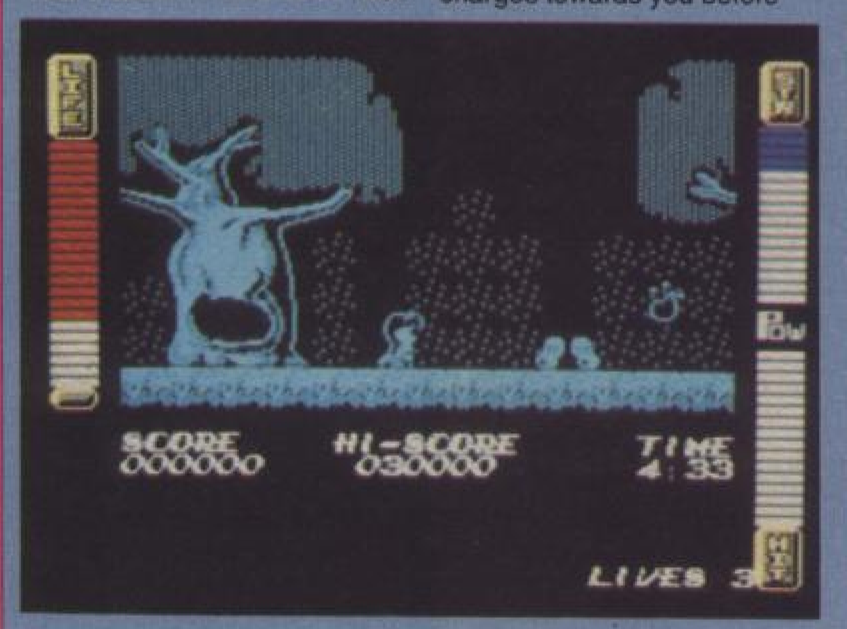
Being naturally prone to scepticism (*Being a miserable old sod, you mean. Ed*), I didn't expect an awful lot from this conversion. *Athena*'s very much the sort of multi-screen platformerama that sits so happily on 16-bit machines, but can struggle so dismally on the Speccy. And the original coin-op is such a mammoth piece of programming that it looked a dead cert for the ever-growing scrap-heap of Conversions That Shouldn't Have Been Tried.

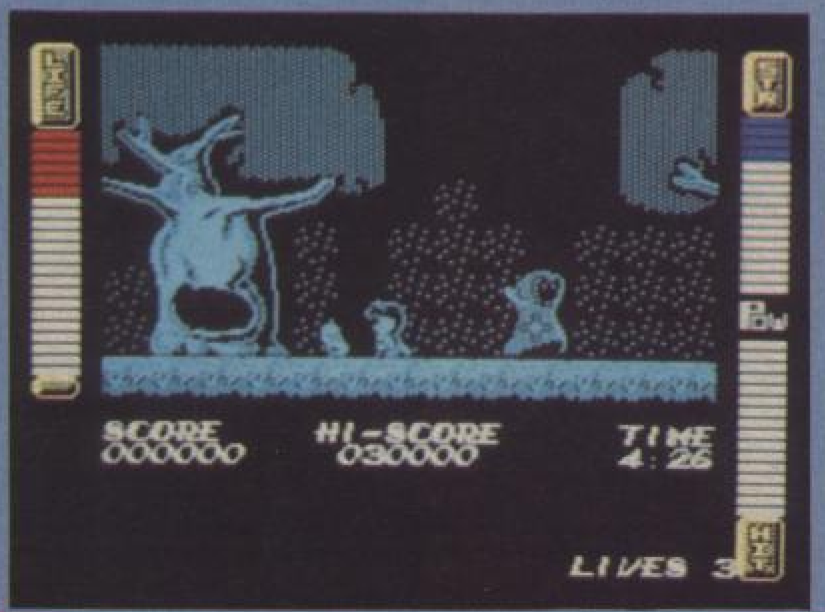
But no. Although the amazing pretty colours have gone for a burton (as usual these days), the game itself has remained intact. And what a game! You play Athena as she battles through a scrolling landscape towards her eventual confrontation with the Dark Overlord. Nasties attack her from all sides, and as she moves along she must upgrade her weapons and her shielding by picking up various useful bits and pieces. Not that these are just lying around. All are in fact hidden behind rocks which need to be battered away with whatever weapon you have to hand. You can dodge some nasties by jumping over or crouching beneath them, but you'll need to kill more than one of the big fellers who charges towards you before you get an axe powerful enough to start bashing down rocks. It's terribly easy to get killed very quickly in the early stages — if you can survive this part and pick up some effective shielding, things get slightly less frantic.

It's not quite as simple as battering your way through screen after screen, though. You can also drop down below ground, and ramble around down there — part of your task is to find the route that passes by the most useful weapons, the strongest shielding and the most useful other bits and bobs. For, in *Athena*, the placing of the goodies is not random, as in most similar games — it's fixed, with just one exception. And that's that the first thing you'll find is a pair of winged boots that'll help you jump higher. Otherwise it's up to you to remember where things are, 'cos that's where they'll be. (*Very profound. Ed*)

As part of the game's challenge is to find out what the various icons you collect actually *do*. I don't want to give too much away. I will say, though, that K stands for Keep (for one life at least), and that you should pay attention to what's written on the bottles, 'cos one's poison and the other's its antidote.

There are seven worlds in all, all with really sparkling graphics. Not surprisingly it's a multiload, but it's hard to imagine how they'd have done it otherwise. The important thing is that it accurately reproduces the pace and detail of the original, and if you ask me it's even harder. Expect a few letters in the Clinic — map, hints or cries for help will be gratefully received!





YS CLAPOMETER

Cracking conversion of the coin-op classic from SNK — and it'll keep even the hardiest gamer battling for months!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

ROAD RUNNER

US Gold/£8.99

Phil I think the really wacky way to start a review on this game would be to say "Meep meep", but I really couldn't handle the resulting arguments... you know, some say he says "Meeb meeb", others "Beeb beeb", "Beep beep", or even "Mbeep mbeep"... C'mon guys, it's only a cartoon series!

Any road up, after the *Road Runner* cartoon, came *Road Runner* the Atari arcade game. You play the part of the *Road Runner*, nipping around the vertical screen pecking up the little piles of seed. You're pursued by Wile E Coyote, and you really have to get up some speed and fancy cornering to escape his clutches. The Acme Trucking company is best avoided, too, unless you want to end up as a hood ornament on one of its trucks.

The conversion of a 16 bit arcade game, with all its colours and music is a tricky thing for the Speccy, as we've discovered in the past, and although Speccy *Road Runner* is predictably primitive compared to it's coin-op counterpart, it doesn't suffer as much as some have.

The game takes place in a vertical section of the Speccy screen, imitating the format of the original, which scrolls back and forth as you struggle to pick up the piles of seed to keep you going along the road. Unlike most scrolling games, you can actually go back on yourself and get the piles you missed, which is handy 'cos you miss quite a lot. As you progress along the road it forks and turns, and you have to keep pecking, running, and thinking so's you don't take the wrong fork. The screen has some depth, so you can go 'in' to the screen and 'out' towards the bottom, which means you can follow the twisty roads if you're quick enough, but the thing is that while you are bound to the paths, Coyote can run straight across the terrain. At the top of the screen is a seed meter which tells you how you're doing for seed. If you miss too many piles, you run out of juice.

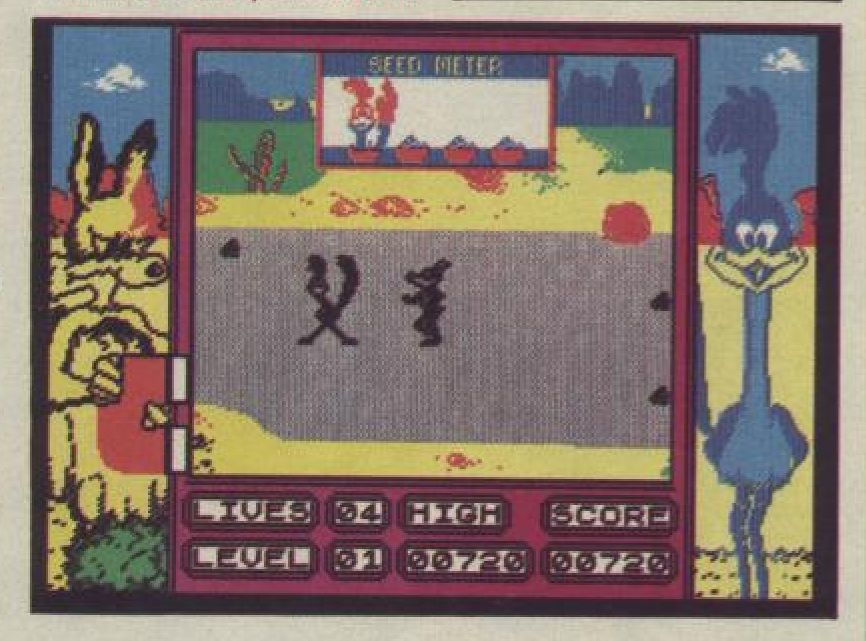
If this had been an original arcade game, it probably wouldn't have rated very highly at all, but as it's a conversion it actually comes out quite well, with most of the qualities of the coin-op showing through in the finished Speccy version. It's fast and addictive, and though the graphics are a little eccentric 'cos of attribute problems, they are funny enough to carry the game. Especially the bit where the Coyote is chasing you on a jet-powered skateboard! Great fun.

YS CLAPOMETER

A true enough conversion of the popular arcade game, with lots to recommend. Good clean cartoon fun.

GRAPHICS	■■■■■■■□□□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■□□□
ADDICTIVENESS	■■■■■■■□□□

TOTAL 7



YOUR GUIDE TO SCREENSHOTS SCORING

9 Megagame — Wheeeeee! Wowwwwww! This is the biz! Hoopy? We're talking seriously useful! Megagames are the ones everybody wants to play — they're *Your Sinclair*'s Best Buys.

8 Pretty sparkling, but perhaps lacking that dash of originality or vicious addictiveness that really marks out the very best. Still worth the dosh, though, and likely to appeal to fans of the genre.

7 No great shakes, but highly playable all the same. As the quality of Speccy games continues to improve, many games we'd once have raved about now get around seven. File under 'Not Bad'.

6 Bog standard Spectrum software. There's a lot of it about!

5 A disappointment. If it's cheap, it may be worth a look, but otherwise it's for fanatics only.

4 Handle with care. Perhaps a good idea that didn't work, or maybe it's just too hackneyed or old-fashioned for today's market.

3 Aaargh!

2 Can someone phone for an ambulance please?

1 I'm sorry, it's too late.

JOYSTICK JUGGLERS

What a motley crew! Unable to find work elsewhere, they end up writing reviews for a seedy Spectrum mag. Fortunately the reviewers on *YS* are a *much* better lot.



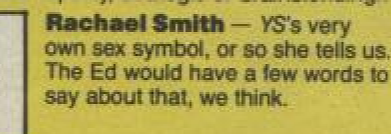
Phil South — Chief nosher at *YS*, and the man you lock your lunch away from if you fancy eating it. A great fan of beat 'em ups and shoot 'em ups, and indeed anything else that involves good old-fashioned violence.



Tony Worrall — Editor of the top fanzine *EPROM* (new issue out now), but Tony also finds time to scythe through the odd game for us. See him at the PCW!



Gwyn Hughes — It must be that hot Celtic blood, but Gwyn does more to warm La Smith's cockles than anything besides the rinkiest Speccy game. Keen on anything sporty, strategic or brainblending...



Rachael Smith — *YS*'s very own sex symbol, or so she tells us. The Ed would have a few words to say about that, we think.



Richard Blaine — You must remember this, a kiss is just a kiss, a game is just a game. Not words that you'll find our Dicky uttering, fortunately.



Rick Robson — Long-serving stalwart whose beard plays host to innumerable small insects and rodents. Carved a niche as *YS*'s resident cheapie expert.



Tony Lee — The voice of youth, and someone who wriggles his way into even the most viciously tricky shooter. Still praying for a favourable 'O' level results.



Marcus Berkmann — Games führer and arcade adventure freak. Recently raised his lifetime batting average to the unprecedented heights of 3.19.



Firebird/£7.95

Rachael Do I like it *Sidewize*? Listen, I like it any way I can get it, but from now on I'll take my bit on the side sitting up. Seems to give you more thrusting power, you see.

Oh, so you misunderstood, did you? Well, let me explain before I get another ear bending from the Ed for talking dirty. *Sidewize* is a scrolling shoot 'em up featuring a fellah sitting in a free-floating space chair as the world scrolls horizontally around him. Is that all clear? Good.

But *Sidewize* is much more than that. For a start you've got a choice of four worlds on which to do battle, and for a finish there's a fifth world which you can only approach when you've conquered the initial quartet.

I've actually seen a Firebird stalwart play the whole game through, using a cheat copy — it took around twenty minutes of frantic blasting!!! So have pity on poor little Rachael, armed only with the version that you'll be able to buy in the shops, and with no knowledge of machine code to work out the necessary POKEs.

I played for hours and hours, trying to learn the order of the nasties as they flew at me, crept up behind me, snaked around me and finally shot at me, so that I could be prepared for the next attack. But the worst thing was that I just couldn't stop playing.

Other games that were sitting there, waiting to be loaded and reviewed, didn't get a look-in. There's nothing to touch a good shoot 'em up — but for peace of mind, I wish I'd never touched *Sidewize*!

The problem is that it's one of those games where you groan, scream and tear your hair as you lose your last life... but immediately go back for more because you're sure you won't be fooled again by that treacherous attack that took you by surprise. And of course you'll get a bit further next time — then you'll run crash bang into a new hazard.

Are we sitting comfortably? Then we'll begin, blasting a few abstract aliens as they soar through space. A few of them will leave you a gift of an additional weapon when you kill them. Generous, huh? A floating cross gives you more fire-power, arrows increase your speed and various guns offer different types of laser. Rush to them before they fade away and you'll be better prepared for the hazards ahead.

After the terrors of outer-space, complete with a superb perspective star background, you skim across a planet surface, taking on more and more monsters until you reach the final stage of the planet and a really nasty bit which takes all the heavy artillery you can muster to dispose of it.

After that you get to choose from the remaining planets or get sent to the fifth world. From the cheat-preview I can promise you the grand finale is hair-raising... but the Victory message is worse!

The game itself is a simple concept, but there's just so much to it, and the difficulty is so well judged, you just can't pull the plug. It's fast. The action is flicker free. The monochrome graphics are great and the sound effects set it all off.

It could take years of careful manoeuvre to beat this one, unless you're into hacking, in which case, a request — please, please, please give this beleaguered space-cadet a POKE (*Are you talking dirty again? Ed*). Now sit up straight in your chair, Rachael, and bring on the next wave.



Snaking from top to bottom and across the screen comes this apparently indestructible segmented terror. The secret of success is to get in close and follow it vertically, blasting as you go. Shooting the last section gives you extra speed, and you'll need it to negotiate the fast-moving walls which are just one monster away.

YS CLAPOMETER

Simply superb shoot 'em up with smooth horizontal scroll and innumerable nasties with individual flight patterns. Let me have another go...

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 9



Two thirds of the way to the planet surface and some nifty shooting has revealed this laser, but there may not be time to grab it as it fades fast. It shoots death-rays rather than single shots, which are useful for getting through tight formations. A later weapon gives you scatter fire to really take on those large scale attacks, but be warned — lose a life and you're stripped of your extra arsenal.

THE ARMAGEDDON MAN

Martech/£12.95

Gwyn They call me *The Armageddon Man* because ah'm a-geddon tired of all these warring nations. Seems that things have got so bad in the year 2032 that they've had to add another N to the UN to give it extra weight.

Life's not easy as head of the UNN, when its members are determined to do the dirty on each other behind your back. With allies like these, who needs enemies?

The game's an icon driven exercise in strategy, which may look like *The Fourth Protocol*, but it's far more diffuse as everyone tries to break every other protocol as well. Be grateful for the friendly control system because everything else is one hundred percent hostile.

International diplomacy is just like juggling, only more difficult. You've got 16 nations to keep happy, and four aims. The first is economic stability and the second concerns the military balance. Allow either of these to get out of hand and sure enough, truces will topple.

Keeping the peace is your third aim. After all, you won't have much of a world to govern if they let loose their missiles at each other.

But a strict letter condemning that outbreak of rioting which was aimed against the Indian Embassy in Canada won't do any good unless you've maintained a good working relationship with the countries involved. This is where your real diplomatic skills come in. You have to know how to react to individual requests and actions as they occur.

To help you in your task you have five primary resources. An information window lets you access the figures on food, technology and nuclear capability. This last area presents particular problems, as you try to work out whether it's safe to agree to a country's request to increase its allowance of warheads.

Backing up this data are the waves of communications that flood into your letter rack. Often these will flash onto the screen, interrupting whatever you're doing, but others may pile up in the tray, and vital information could be lost if you don't get to them in time.

However, it's not all reading, and your mail is made easier by the use of certain standard communiques, ranging from the congratulatory to the sharp slap on the wrists.

Of course, there are times when the pen isn't mightier than the sword, so the UNN provides you with a peace-keeping force, which can be ordered anywhere in the world to put the squeeze on a potential aggressor, though it will take a week to get there. But you won't be top man for long if you garrison the troops in somebody's backyard for months on end!

In the field of high-tech tactics, you have six SDI defence satellites and three Big Bird 'eyes in the sky'. Shift the former around the globe to warn generals that their missile strikes may not reach their targets when a country gets out of line. The spy satellites let you keep tapped in on secret communications, and a well-placed one can cover more than one nation.

Finally, you'd do well to listen to the radio. No, not Mike Smith — eavesdrop on the military and the politicians to find out what they really think about each other — and about you! One problem is that all messages are coded, but a bit of playing about to discover the correct sequence of the eight buttons on the cypher panel may unscramble them.

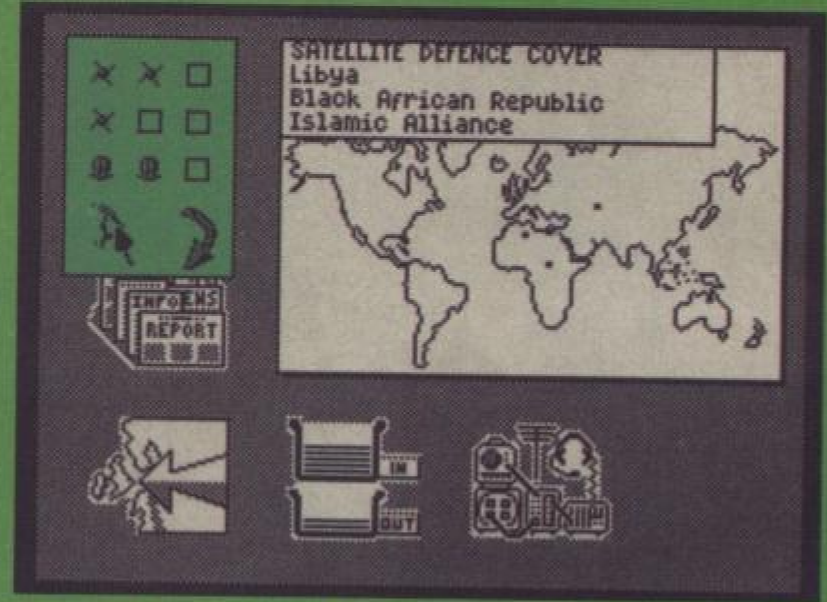
If you do your job properly everyone will co-exist in perfect harmony and flowers will grow and little fluffy bunnies will bounce in summer meadows... but if you don't the world will get blown to kingdom come!

Conventional conflicts are the first signs of things going wrong, and while they don't do too much to upset the power balance, they can soon lead to limited nuclear wars, and if the opponents have built up strong enough alliances, all sorts of unlikely partnerships can develop resulting in the biggest bang of your life.

For a game based on the brainbusting diplomacy of international relations, *The Armageddon Man* plays remarkably smoothly, thanks to the icons and menus.

The slick presentation extends to the packaging, which includes a fold-out map and stickers — invaluable to keep track on alliances and, if you're as bad at geography as I am, as a guide to positioning satellites. Unfortunately, there's an economic factor here that shouldn't puzzle a potential UNN leader — the map has forced the program's price up above the magical tenner.

There's also the question of the game's long term appeal, because as week follows week and your personal ratings are displayed, you may find that there's too little variety in your task. In fact, the whole affair could become as trying as watching children squabble amongst themselves, and you may just feel inclined to lie back and watch the animated display as they blow each other to kingdom come!



The main screen with the satellite placement window opened. One of your first tasks as UNN commander is to get your presence aloft, so that you can find out what's happening and set up SDI barriers. To move satellites you can either pick them up with the cursor arrow from the map, or click them back into the window.

YS CLAPOMETER

The slickest simulation of global geopolitics yet — and it's piggin' difficult too!

GRAPHICS	■■■■■■■□□□□
PLAYABILITY	■■■■■■■□□□□
VALUE FOR MONEY	■■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■□□□

TOTAL 8



Radio transmissions are spread across six wavebands, and each of the 16 members of the UNN is restricted to a single band. Using the automatic scanning device you can intercept any communication in the band, but it will be scrambled, requiring you to filter it. However, if you can locate a much-used frequency, you can tune in accurately for clear messages.

NINJA HAMSTER

CAL/£8.95

Phil Aaayyyiii-yyyaaahhh! Eh? That hardly seems appropriate to the review of a game about a cuddly little hamster. Mind you, this is no ordinary hamster, for he is a Radioactive Black Belt Hamster, based on the comic-book of the same name. From the same stable (hutch?) that brought you *Teenage Mutant Ninja Turtles*, these wacky cult comics have been the toast of the Independent American comics circuit (cheers, you guys) for a couple of years now. I suppose it was inevitable that some bright spark would figure that these humorous rodents would translate very rapidly to the small screen.

You play the part of *Ninja Hamster*, a hard-fisted, fully qualified fluffy little hamster of doom, against the might of the Lizards of Death. You take on the renegade martial artists one after the other as they terrorise the plains of the Orient. First the Doom Rat, then a Lizard of Death, then a Killer Bee, and then the rest of them, Karate Lobsters, Black Belt Parrots and a variety of other deadly housepets out squawking for your blood.

The controls for the game are pretty much the same as for any ninja/martial arts type game, with Mid Punch, Squat Kick, High Kick, Jump and the inevitable Flying Kick. The game is played in a one screen arena like *Exploding Fist*, and you can score by how many hits you place on the body of your opponent. The hits are registered by huge apples at the top of the screen, which have chunks bitten out of them the more hits you or your opponent score. When you get down to a core (Cor!) you're out for the count. A bit like the Yin-Yang symbols in *Way Of The Tiger*, but with a Golden Delicious, if you get my gist.

Now, I would have thought that another ninja game would be one too many. Just shows how wrong you can be. (Okay, how wrong *I* can be.) There *was* room for just one extremely funny ninja animals game, and so here it is. *Ninja Hamster* is a brilliantly funny game, with a profound sense of the ridiculous, and the most original new twist yet on the usually snoreworthy ninja/karate scenario.

YS CLAPOMETER

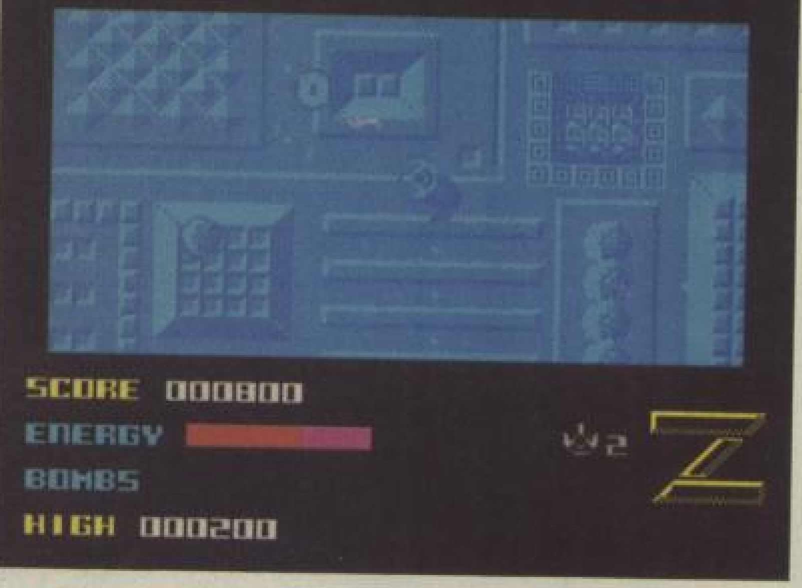
A superb cartoon-style martial arts game with a unique combination of fast, gritty action and an oddball sense of humour.

GRAPHICS / PLAYABILITY / VALUE FOR MONEY / ADDICTIVENESS

TOTAL 8



Here we see *Ninja Hamster* heroically tackling the Lizard of Doom. The thing to watch about this particular assailant is that he has a huge club, which gives him better hitting power. Just take him out with a series of well-timed flying kicks. Be sure to step back a bit first, though.



Z

Rino/£2.99

Tony L From what I can gather, this is a conversion of a well known and loved game for the Commodore 64. It's been programmed by Rino, Alligata's cheapie arm (geddit?), and it's basically a shoot-anything-that-moves game, though without the eight-volume novel that usually accompanies this sort of product, explaining in great and unnecessary detail why.

Z is set in a mysterious world where death is round every corner (Hounslow?). Actually it reminds me of an arcade from a while back called *Time Pilot*, though that was better. Your aim is to destroy ten standard aliens (what's substandard?), and when that's done, an energy unit appears. Blow this away and it turns into a bomb. When you've done this several times, you can mount an attack against the transporter. You'll know what this looks like as during the game there's no way you can avoid bumping into it! (Everything else you glide effortlessly over.) With a few bombs, though, you can gain revenge for all those dents in your front fender and blow it to smithereens. When there's a suitable gap you can fly through to the next level, which is set over a lovely country landscape (dum de dum de dum de dum...). It's basically the same as level one, though this time you have pesky flying saucers firing missiles at you. Once you get through — okay, *if* you get through to the next level — you'll find yourself on a lunar screen, and yet again the gameplay's the same... except that this time there are mother ships around zapping out homing missiles! Aaargh!

The fourth and last level is different, though. Called Nightflight (for reasons that become obvious when you try it), it has no transporter, but go about your business as usual and when you've picked up five bombs, the alien control ship appears. It takes five direct hits to dispose of this little lovely, and if you fail, well, prepare to be canned and fed to Fido.

The monochromatic graphics aren't bad, although sometimes it can be hard to make anything much out (like baddies, missiles, walls...). But the scrolling, speed and control are worthy of any game twice the price, or more. I especially like the way the ship explodes whenever you make a dramatic cock-up (like hitting a baddie, missile, wall...).

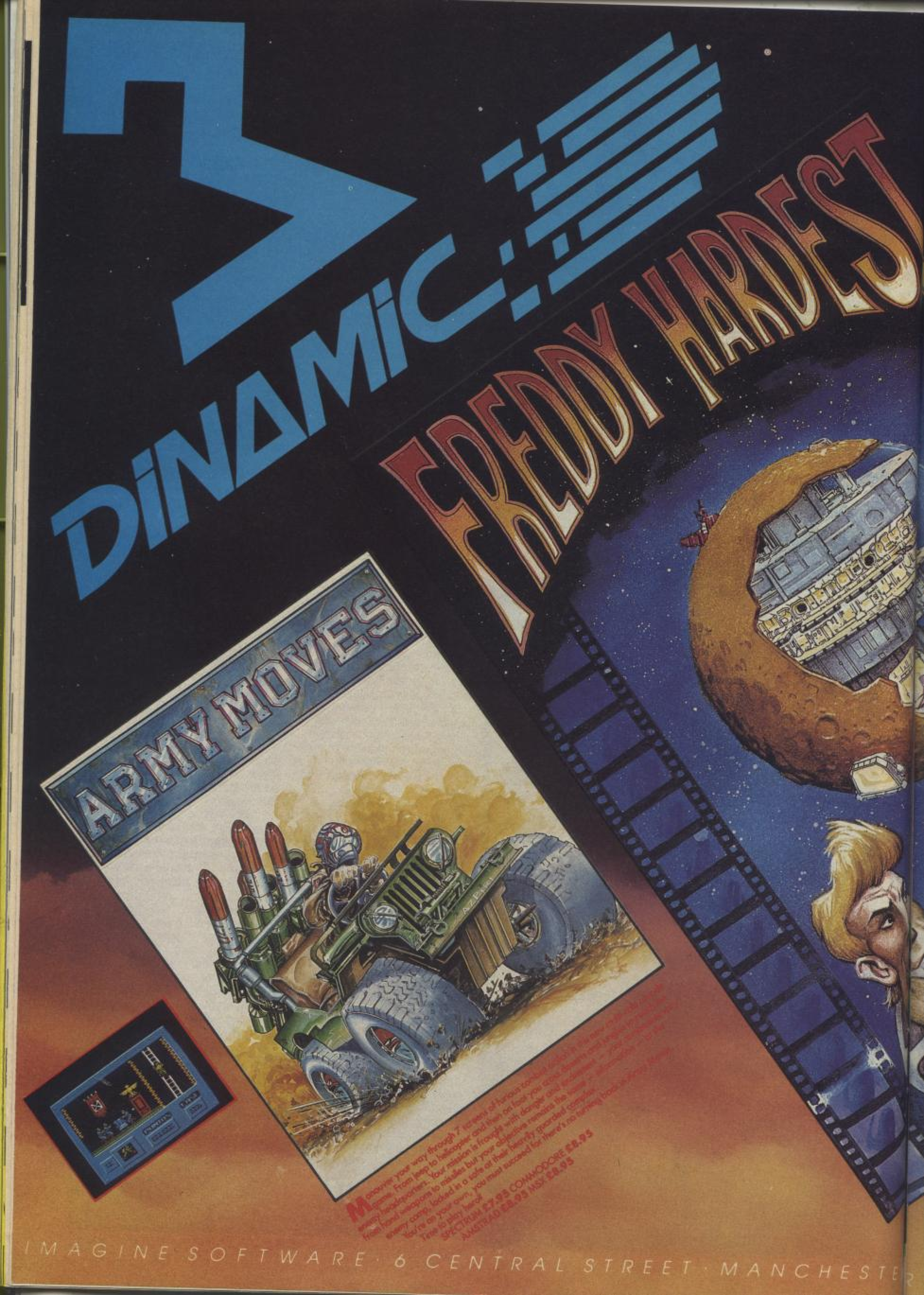
So, all in all, a cracking little shooter at a fair price. I'd've liked a faster stream of bullets, and I was a bit miffed by the way the craft flew diagonally up to the left but not to the right. Still, *Z* scores mainly on the price. It's one cheapie game that certainly won't put you to sleep!

YS CLAPOMETER

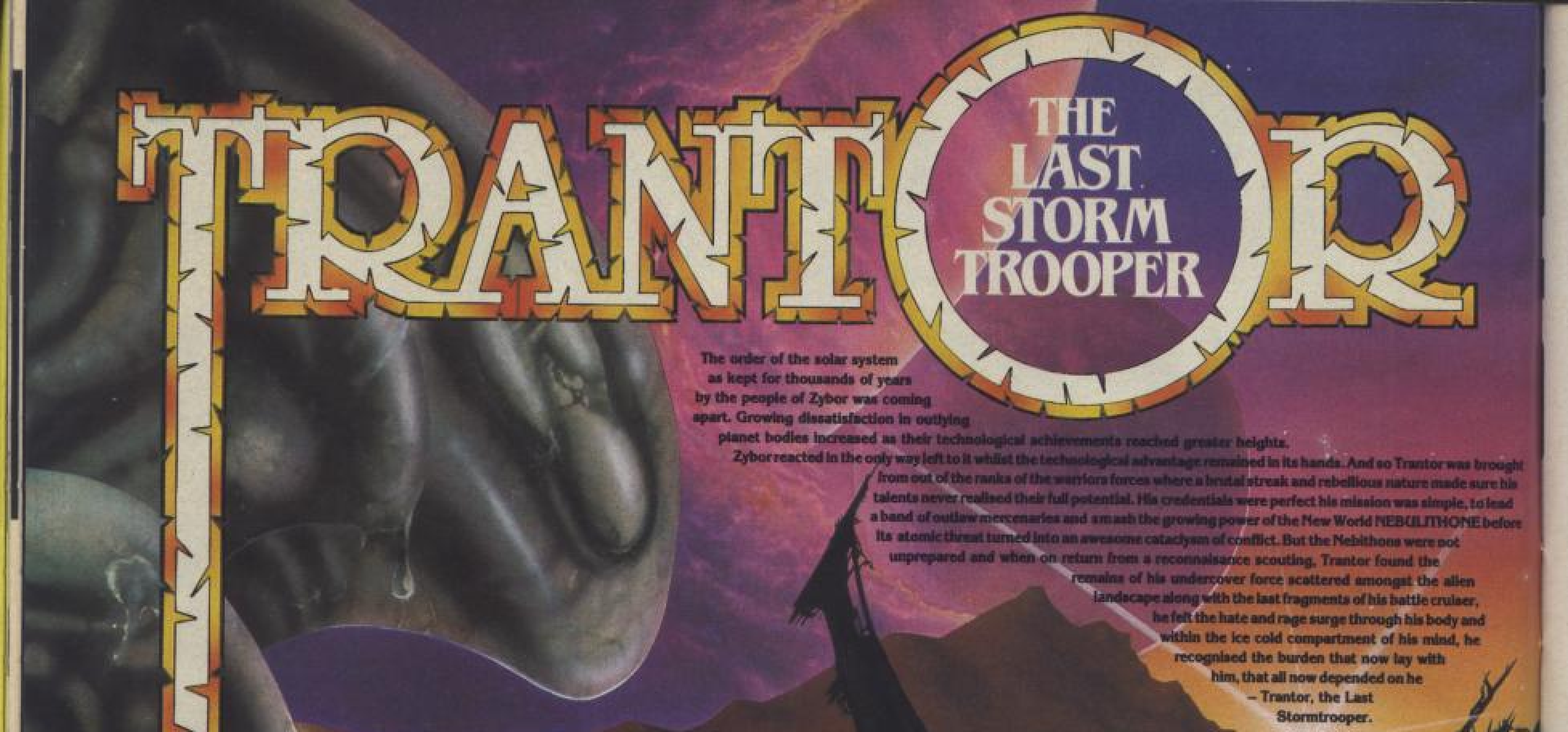
A great little budget shoot 'em up. Check it, buy it, play it, love it!

GRAPHICS / PLAYABILITY / VALUE FOR MONEY / ADDICTIVENESS

TOTAL 7


DINAMIC
FREDDY HARDEST
ARMY MOVES
Time to play hard!
SPECTRUM £7.95 COMMODORE £8.95
AMSTRAD £8.95 MSX £8.95
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTE

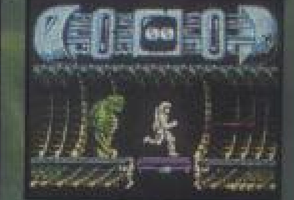

The most mischievous playboy in the entire galaxy – Freddy Hardest. You may not believe it but he's a super-sharp counter espionage agent with a big appetite for entertainment and there's nothing he enjoys more than a full blown bruise-up! Now trouble is heading his way as you help Freddy recover, after yet another crash-landing, to steal a space-craft to freedom. Take on man-eating ants, reptiles, robots, mutants and genetic throw-backs with Dinamic's latest wonderman – Freddy Hardest.
SPECTRUM £7.95 COMMODORE £8.95
AMSTRAD £8.95 MSX £8.95
GAME OVER
When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONKOS (specialists in following trails through the swamp jungle) a world full of dangers. A challenge for the brave. A challenge only for heroes.
SPECTRUM £7.95 COMMODORE £8.95
AMSTRAD £8.95 MSX £8.95
GAMES from imagine
...the name of the game
M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977






Screen shot from Amstrad version.




Screen shots from Spectrum version.



YS COMPO

YOU'RE NEXT PUNK!

WIN WIN WIN!!! Ten *Deathwish III* (cert 18) vids to be won, plus 30 copies of Gremlin's grisly new shoot 'em up. Blam blam blam!

Okay, hold it right there, punk. One move and I'll blast you to shreds with my outrageously powerful hand tank. Right, you moved! Blam blam blam, kaboom, pow pow pow, acker acker acker, peeowww! Tsk!" Er, Mr Bronson, don't you think that was a little unfair? After all he's only the milkman... "Gee, he sure looked like a gun-toting, homicidal, acid soaked, screaming and gibbering weirdo to me!" He walked up the path and offered you a pint of milk... "A glass bottle, pal, and my best friend Uncle Morty was killed by having a milk bottle inserted up his nostrils. They found his body in the bottle bank. Those punks just don't care, you know? I'm here for revenge..." But Mr Bronson, you're only here to tell us about how we can win a video of your latest film in the fab *YS*/ Gremlin Compo. "*Deathwish III*, yeah, that's a good movie. I personally hired all the Jawas, Ewoks, and little robot actors from *Star Wars* to play opposite me, so I didn't have to stand on a single box throughout the whole shooting of the picture." Hmm, okay, tell us about the compo. "Look, it's real simple, even a complete raving homicidal milkman could understand it. All you gotta do is put a caption to the picture, and if it's witty, clever or hairy, you stand to win one of ten copies of the *Deathwish III* video plus a copy of Gremlin's new computer game, or a runners-up prize of one of 20 copies of the game...

"Hey, buddy, don't look now but there's a knife wielding punk sneaking up on you from behind that stack of magazines." What? Oh no, that's just the Ex-Ed coming over to welcome you to the *YS* office... "*Hold it, turkey, reach for the sky!*" Er, no really he is... "Make my day, fink, go for the blade... BLAM BLAM BLAM BLAM!" Oh dear. "Gee it sure looked like a knife. What is it?" It's a *YS* badge, actually, you raving loony.

If you'd like to win this fab new vid, just post off your coupon to Truth, Justice and Splatter The Punks All Over The Sidewalk Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Pass the dustpan and brush, will you...



Rules

- If employees of Dennis Publishing or Gremlin Graphics make one move to enter this compo we'll shoot.
- The Editor's marksmanship is always final. Blam blam blam.
- All punks to be off the street and entering this compo by October 31st.

Name ....

Address ....

....

....

.... **Postcode** ....

Video Format (VHS/Beta) ....

YOUR SINCLAIR FANZINE OF THE YEAR

Here's *Reflex*, the sixth and last winner in the *YS*/Domark Fanzine Of The Year Compo!

Yes, we know we said there'd be 12 winners the other month but that was a mistake, wannit? (The offender has since been shot.) We've had an amazing selection of entries for this most unusual and popular of compos – it's quite extraordinary how many *YS* readers feel sufficiently inspired to knock up (or in some cases tastefully compile) their own fanzines. But the six winners have all impressed us with their style, originality, enthusiasm and sheer hard work – 'cos we can tell you, it's a fair old effort putting together a mag, even *YS*. *Spectacular*, *Impact*, *The Bug*, *Games Monitor* (now deceased) and *EPROM* were each worthy winners. For our final Fanzine of the Month, we move up to Scotland for a uniquely kilted look at Speccy gameplaying . . .

And look out next month for the overall winner of the *YS*/Domark Fanzine of the Year Compo! First prize – Come and edit *YS* for a day! (Second prize – Come and do it for a week!)

The *Reflex*-flex-flex-flex (sorry boys) hails from Irvine, Ayrshire, where founder editor Ewan Dalton lives. Ewan's been messing around with 'zines since October '84, so he's a bit of a veteran on the Speccy scene. *Reflex*, though, has been going only since last October, and is now on its fifth issue. For only 20p – just about the best bargain in fanzines – you get 44 A4 pages with very much the usual cocktail of reviews, opinion, tips, news and even a couple of ads. Although 17-year-old Ewan describes himself as 'the Ed' throughout, he's actually just promoted himself to Publisher and long-time contributor Phil Graham (also 17) has taken over. With their contributors and helpers Scott Ramsay, Phil Ewing, Andrew McIntyre and Mairi Dalton, they prepare it using a Speccy, *Tasword II*, *Art Studio*, *Artist II*, *Melbourne Draw* and an Alphacom 32 printer.

The June issue reviews 19 games, including two '*Reflex* Raves', *The Sentinel* and *Head Over Heels*. Each game is measured on a percentage basis, and the overall mark is represented on the *Reflex* Raveometer, as well as in nice big numbers underneath. The style's zappy and straightforward, with loads of jokes and a genuine interest in the games. Both principals feel very strongly about the role of fanzines – Phil complains in this ish about people starting them up just to get free software, and Ewan has started up the Federation of Small Computer Magazines as a way of giving the legit 'ziners a bit more cred with the companies.

Reflex is obviously in it for the long term – they're actually offering subscriptions (£4 for 12 issues, £2.50 for six). Future features include Ewan's very own guide to machine code programming, something on Play By Mail and a spoof on *Star Trek*. If you're interested in getting a copy, or you want to find out more about the FSCM, write to Ewan Dalton, 21 Berry Drive, Irvine, Ayrshire KA12 0LJ. Remember to send 20p and a large sae if you want a copy.



***Reflex*'s Ewan Dalton using a version of Softek's *Pagemaker* with a screenshot of Palace's *Barbarian*. The new issue includes reviews of *Hydrofool*, *Micronaut One* and *Saboteur II*.**



***Reflex* agrees with Marcus – they both love *Rana Rama*! The mag's printed on an Alphacom 32 printer which, according to Ewan, takes about a roll and a half of paper and two or three Pritt sticks an issue! The design's hardly elegant, but it's clear and gets the point across.**



Nice cover, huh? Clear, simple, unpretentious, and yet very distinctive. The cover lines don't mess about either, and the logo (considering it's put together on various Speccy art utilities) is very impressive.

RENEGADE

Mean, lean eating machine, *Phil South* took to the streets to beat his way through Imagine's *Renegade.*

Are you a rebel without a cause? Well, here's one that'll keep you on a knife edge for months to come. Imagine's *Renegade* is a new breed of game, a type of gutsy, streetfighting action movie set in the gangland ghettoes in which you play the starring rôle — a tough martial arts expert called Renegade. Based on the chart topping coin-op by Taito, its pure violence in graphic detail is a must for all closet reprobates.

The action takes place in bazzy Brooklyn, where else?, where our hero has to meet his girlfriend, Juicy Lucy, in the seediest part of town. As he steps out of the local subway station, he soon realises what a plonker he is to venture onto this turf. Greasy gangs of vigilantes have control of the neighbourhood, and armed thugs roam around, killing, maiming, butchering, pressing wild flowers and dribbling bits of probation officer all over the shop. Fortunately, Renegade isn't over-bothered about these baddies, 'cos he's a black belt in jitsu, karate, and just about every make of Japanese motorcycle ever made. So he can bop his way through them, a kick in the teeth here, a knee to the wedding tackle there. If someone grabs him from behind he butts 'em in the gob, if they race motorbikes at him he does a flying kick, knocking them to the ground in a pool of their own ribena.

You, as the Renegade, must first fight off the gang who inhabit the subway station, then the motorcycle maniacs who hang out at the nearby docks, then a few of the working girls down a dark alley, to enable you to get to the street where Lucy lives. And if you think that sounds heavy, you've then got to carve up the gang chief who's holding Lucy captive in her house and this mean dude's armed with a gun! What's more he's posted four of his goons outside armed with razors!

The controls in *Renegade* are simple to handle, with up, down, left and right moving you around the screen, and the same keys in combination with the fire button activating your various kicks, chops, butts and punches. One of the best bits about the game is it's so easy to play. Once you've got the hang of the few simple moves, you can wade into a crowd of thugs and come out smiling. A really skillful Renegade can negotiate the first five levels without any weirdos laying a glove on him! The graphics are so slick you really feel you're part of an action movie rather than just playing a game. *Renegade* is a must! Be a rebel *with* a cause and go out and buy it right now! It's hot, it's dangerous and it's yours for the beating!



You start the game at the sleazy subway station. As you step out of the train, you're surrounded by a bunch of beefy villains weilding iron bars, and their chief, a wild guy with a headband. He stands against a pillar, waiting for his boys to soften you up before he moves in for the kill. Don't wait around. Push them to the edge of the platform and use flying kicks, plus the odd high back kick when they're either side of you.

Having chopped the gang in the subway to shreddies, you find your progress blocked by Hells Angels. These chain-whirling drug crazed hippies will try to run you down, so jump into a flying kick at the last second to unseat them. The rank and file members of the gang are pretty easy, but the Boss is a hard case — a flying kick or repeated knees to the groin should take the smile off his greasy dial, though.

YS CLAPOMETER

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■■□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■□□
TOTAL	**9**

fax box
Game .... *Renegade*
Publisher .... Imagine
Price £7.95

YOUR SINCLAIR MEGAGAME

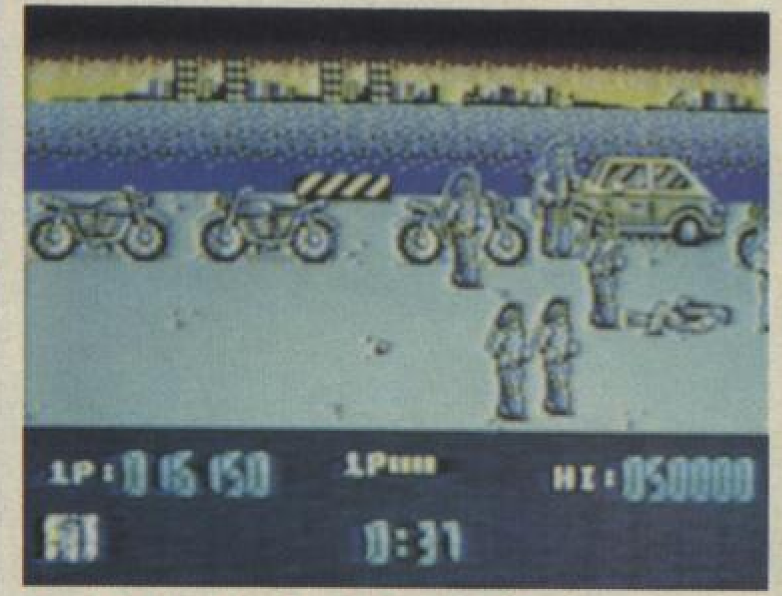
...red li ght district, where Big Bertha's girls
...n the street to whip up some business,
...Don't be polite with these ladies, put the boot
...or they'll thrash you to ribbons before you can
...ass the handcuffs, ducky". The only way to
...Bertha when she rushes you is a defensive leap,
...turn and deliver as many flying kicks as you can.
...ting her when she's down will help too.

Outside your girlfriend's house you notice four black guys hanging around looking furtive. Then one lashes at you with a razor, and you realise that the Big Boss has got to her before you! One cut with the blade is fatal, so take no prisoners. Don't turn your back on any of them for a second, or you'll be walking home with your liver in a Jiffy bag. Finish them off quickly, 'cos Lucy is waiting.

Inside, the Big Boss whips out his revolver and cracks off a couple of shots. One bullet or cut loses you a life, so keep moving and make every kick count! The strategy is to force them back into the corner of the room and conduct the battle at close quarters. Then it's all over, and Lucy runs into your arms. But don't hang about snogging, 'cos now the game begins again from the subway, only this time it's harder!

First level in the subway

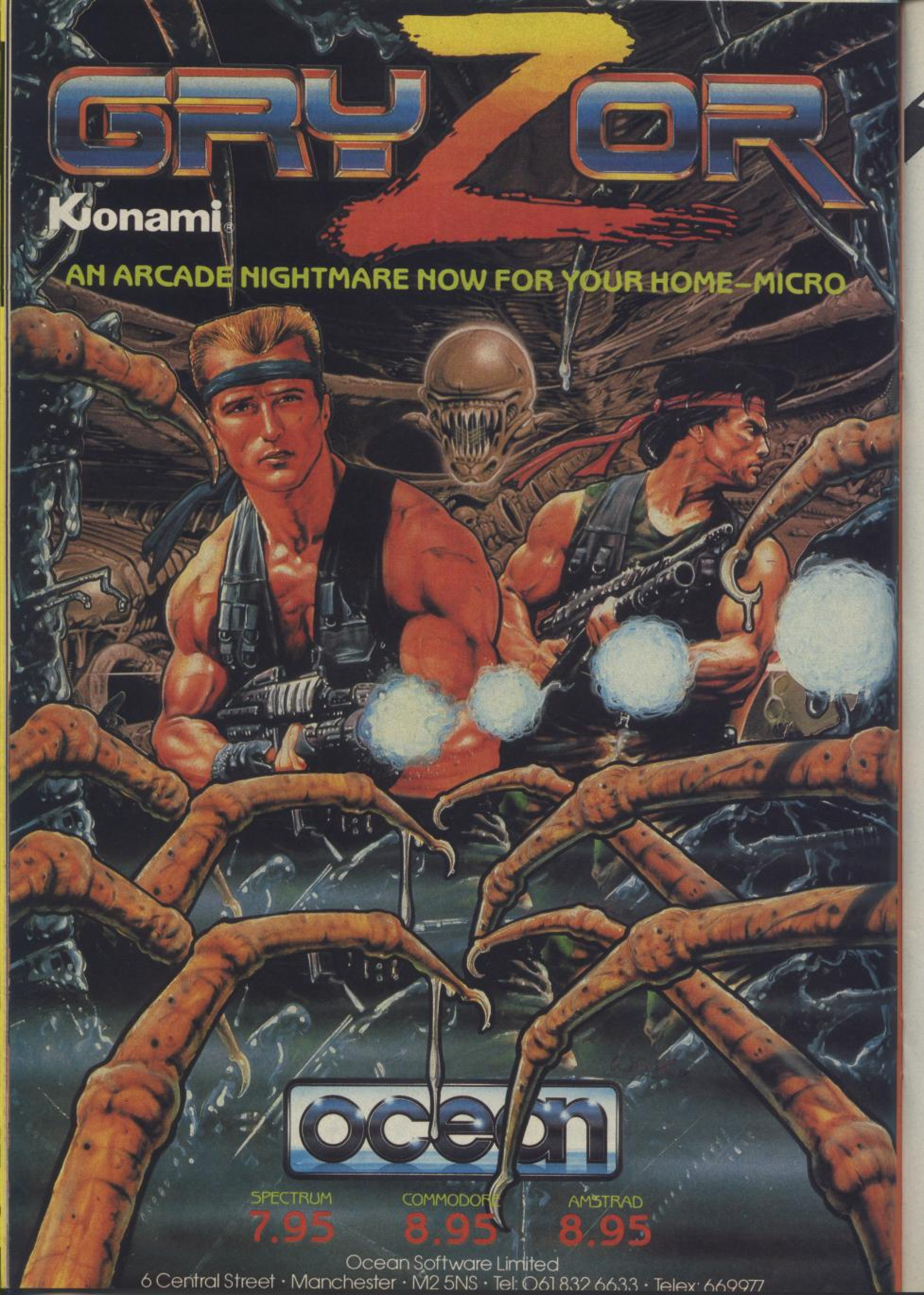
On the first level and the next at the docks, the characters can fall off one end of the screen. Make sure it's them and not you, 'cos this loses you a life. You can see how much energy you've got left on this life in the horizontal bar in the centre of the picture. When the Boss of each gang joins the fight, his energy is displayed underneath yours, so keep plugging at him until it reaches zero.



Level two at the docks

Two interesting moves which can get you out of a tight spot may be a bit below the belt. The knee to the groin is made by first stunning the attacker with a kick, then pressing to move towards them and fire. Knee them repeatedly and they'll die first time. The second move happens when someone grabs you from behind. Fire makes you kick the man in front, and left/right makes you butt the man who holds you.




GRYZOR
Konami
AN ARCADE NIGHTMARE NOW FOR YOUR HOME-MICRO
ocean
SPECTRUM
7.95
COMMODORE
8.95
AMSTRAD
8.95
Ocean Software Limited
6 Central Street · Manchester · M2 5NS · Tel: 061 832 6633 · Telex: 669977

YS SAVERS

SAVE IT!

Are you a pauper? Well, be a Prince, or Princess, and save ££££s on the latest hit games with *YS* Savers. Just fill in the coupons and pop them in the post.

SIDEWIZE
SAVE £1

Firebird's latest megagame smash will keep you playing for hours so why not save yourself some dosh when you buy it. Just fill in the coupon with your name and address, and send a cheque or postal order for £6.95, made payable to British Telecom PLC, to *YS* Savers, TelecomSoft Mail Order, PO Box 394, London N8. Offer closes 31st October.

Name ....

Address ....

....

.... Postcode ....

CATCH 23
SAVE £2

Catch 23 for only £5.95! And there's no catch — honest! All you've got to do to take advantage of this stupendous offer is fill in the coupon with your name and address, and send a cheque or postal order for £5.95, made payable to Software Communications, to *YS* Savers, Martech, Martech House, Bay Terrace, Pevensey Bay, East Sussex, BN24 6EE. Offer closes October 31st.

Name ....

Address ....

....

.... Postcode ....

FLUNKY
SAVE £2

Get me *Flunky* for only £7.95. "Yes M'lady." And you can get it at this incredible offer price too by filling in the coupon with your name and address, and sending a cheque or postal order for £7.95, made payable to Piranha, to Helen Holland, *YS* Savers, Piranha, 4 Little Essex Street, London WC2R 3LF. Offer closes 31st October.

Name ....

Address ....

....

.... Postcode ....

INDIANA JONES
SAVE £1.50

You can afford Harrison Ford at this price. Take advantage of this great offer by filling in the coupon and sending a cheque or postal order, made payable to US Gold, for the sum of £7.49, to US Gold, *YS* Savers, Unit 2 & 3, Holford Way, Holford, Birmingham, B6 7AX. Offer closes October 31st.

Name ....

Address ....

....

.... Postcode ....

JACK THE NIPPER II
SAVE £1

You'd be a really nawty nipper not to snap up a copy of Gremlin's fab new *Jack The Nipper II* for the measly sum of £6.99. Just fill in the coupon with your name and address, and send a cheque or postal order, made payable to Gremlin Graphics, to *YS* Savers, Mail Order Dept, Gremlin Graphics Software Ltd, Alpha House, 10 Carver Street, Sheffield S1 4FS. Offer closes October 31st.

Name ....

Address ....

....

.... Postcode ....

EXOLON
SAVE £1

Worranoffer! How can you refuse? Get a copy of Hewson's fabby *Exolon* for only £6.95. Just fill in the coupon with your name and address, and send a cheque or postal order made payable to Hewson Consultants Ltd, 56b Milton Trading Estate, Abingdon, Oxon OX14 4RX. Offer closes 31st October.

Name ....

Address ....

....

.... Postcode ....

ATHENA
SAVE £1.50

Yep, it's true! You can get your hands on Ocean's superb new shoot 'em up, *Athena*, for the measly sum of £6.45. It's easy! Just fill in the coupon with your name and address, and send a cheque or postal order for £6.45, made payable to Ocean Software, to *YS* Savers, Ocean Software Ltd, Ocean House, 6 Central Street, Manchester M2 5NS. Offer closes 31st October.

Name ....

Address ....

....

.... Postcode ....

NINJA HAMSTER
SAVE £1

You can stop whingeing at the back 'cos CRL is offering its new animal hi-yah thwacking title for only £7.95 to *YS* readers. All you've got to do is fill in the coupon with your name and address, and send a cheque or postal order, made payable to Electronic Arts, to *YS* Savers, Electronic Arts, The Langley Business Centre, 11-49 Station Road, Langley, Nr Slough, Berkshire SL3 8YN. Offer closes October 31st.

Name ....

Address ....

....

.... Postcode ....

MUSIC BY MAIL

- SOFTWARE - DEPARTMENT

P.O. BOX 14, BUTTS GREEN RD. HORNCHURCH, ESSEX, RM11 1HT.

OPENING OFFER

SPECTRUM

WORLD CUP FOOTBALL	1.65
ON THE OCHE (DARTS)	1.65
SNOOKER	1.65
GOLF	1.65
THE PYRAMID	1.65
DRIVE IN	1.65
BEAKY AND EGG SNATCHER	1.65
DOOMSDAY CASTLE	1.65
SPEC CHESS	1.65
ROAD RACERS	1.65
DIMENSIONS	
DESTRUCTORS	1.65
VIDEO POOL	1.65
CASINO ROYALE	1.65
CHESS THE TURK	1.65
XCEL	1.65
MONEY MANAGER	1.65
STAGE COACH	1.65
CHESS	1.65
TIME TUNNELS	1.65
PSI GAMES	1.65
MOTHER SHIP	1.65
COSMIC DANCERS	1.65
MISSION IMPOSSIBLE	1.65
EXTERMINATOR	1.65
ARMAGEDDON	1.65
FREEZE BEES	1.65
SAM SPADE	1.65
BRAIN DAMAGE	1.65
SUPERMUTT	1.65
ORBITER	1.65
STARSHIP ENTERPRISE	1.65
CYBER RATS	1.65
ARCADE ACTION	1.65

SPECTRUM

SLIPPERY SID	1.65
COMPUTER COOKBOOK (2 TAPE)	1.65
CONFUSION	1.65
CASEY JONES	1.65
ICICLE WORKS	1.65
KILLER KONG	1.65
DO DO	1.65
TITANIC	1.65
ALL OR NOTHING	1.65
KRAKATOA	1.65
THE GREAT SPACE RACE	1.65
S.O.S.	1.65
RAPSCALLION	1.65
STAR TRADER	1.65
CHEQUERED FLAG	1.65
BULLSEYE	1.65
JOHNNY REB 2	1.65
SCHIZOFRENIA	1.65
RUPERT	1.65
ONE ON ONE	1.65
REALMS OF IMPOSSIBLE	1.65
PANZADROME	1.65
BLUE MAX	1.65
SNOOKER	1.65
VALKYRIE 17	1.65
TIR NA NOG	1.65
UNDERWURLD	1.65
ENIGMA FORCE	1.65
A VIEW TO A KILL	2.75
CODE NAME MATT II	2.75
SUPERMAN	2.75
SABRE WOLF	2.75
SOFTWARE STAR	2.75
TWISTER	2.75

SPECTRUM

INTERNATIONAL KARATE	2.75
EUREKA	2.75
SPLIT PERSONALITIES	2.75
BROAD STREET	2.75
EVIL CROWN	2.75
OFF THE HOOK	2.75
CASINO ROYALE/VIDEO POOL	2.75
CHESS: THE TURK/PSI GAMES	2.75
BACKPACKERS/KRAKATOA	2.75
PYRAMID/TITANIC	2.75
HERO	2.75
I OF THE MASK	2.75
PSYTRON	2.75
Ms. PACMAN	2.75
ENDURO	2.75
KNIGHT LOVE	3.50
THE FORCE	3.50
TUJAD	3.50
BACK TO THE FUTURE	3.50
MIND SHADOW	3.50
MERMAID MADNESS	3.50
SPACE SHUTTLE	3.50
RIVER RAID	3.50
BATTLE OF THE PLANETS	3.50
FRANKIE GOES TO HOLLYWOOD	3.50
LORDS OF MIDNIGHT	3.50
PACMAN	3.50
PITFALL 2	3.50
SHERLOCK	3.50
THE YOUNG ONES	3.50
SKY FOX	3.50

SPECTRUM

TOAD RUNNER	3.50
SUPERSLEUTH	3.75
VALUE PACK (6 GAMES)	4.25
THREE WEEKS IN PARADISE	4.25
MATCH POINT	4.25
WAR OF THE WORLDS	4.25
LIGHT FORCE	4.25
TRAIL BLAZER	4.25
ORBIX	4.25
NOW GAMES 1	4.95
COMBAT LYNX	4.95
RESCUE ON FRACTALUS	4.95
PAPER BOY	5.95
1942	5.95
GOLF (KONAMI)	5.95
BOMB JACK 2	5.95
PRESIDENT	5.95
HEADCOACH	5.95
ARKANOID	5.95
TARZAN	5.95
CAT TRAP	5.95
GAUNTLET	5.95
FIST 2	5.95
10TH FRAME	5.95
WORLD GAMES	5.95
MARTIANOIDS	5.95
THEY SOLD A MILLION	5.95
THEY SOLD A MILLION II	5.95
THEY SOLD A MILLION III	5.95
KONAMI COIN OP HITS	5.95
ACE	5.95
LEADER BOARD	5.95
SPACE HARRIER	5.95
ELITE	12.95

SPECTRUM SUMMER STAR BARGAINS



FOOTBALL MANAGER 2.50



SUPERMAN 2.75



INTERNATIONAL KARATE 2.75



PACMAN 2.99



14 GAMES WAR ON WANT 2.99

NEW ARRIVALS NEW ARRIVALS



INT RUG	1.65
LIFE OF HARRY	1.65
EQUINOX	1.65
ZOIDS	2.75
SKYRUNNER	2.75
SAM FOX STRIP POKER	3.75
FRIDAY THE 13TH	3.75
MAX HEADROOM	3.75
SUPERSLEUTH	3.75
FIGHTING WARRIOR	3.75
ARNHEIM	3.75
WORLD CUP CARNIVAL	3.75
ZORRO	3.75
MERMAID MADNESS	3.75
VIRGIN ATLANTIC CHALLENGE	3.75
PENTAGRAM	3.75
HACKER	3.75
GHOSTBUSTERS	3.75
BALLBLAZER	3.75
GO TO HELL	3.75
DEACTIVATORS	3.75
WINTER SPORTS	3.75
VALUE PACK (6 GAMES)	4.25
LEGEND OF AMAZON WOMEN	4.95
FAIRLIGHT	4.95

JAMBOREE BAG

10 GAMES 7.50

GREAT SPACE RACE/CHESS THE TURK/BESIEGED/INTO THE EMPIRE/COMPUTER COOK BOOK (2 TAPES)/WARLORDS/SCUBA ATTACK/GALAXIAN/WORLD CUP FOOTBALL

ALL PRICES INCLUDE VAT & DELIVERY

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO – MUSIC BY MAIL –

DEATHWISH III

Bring out the Bronson, Mum! Join New York's angriest vigilante as he stalks the streets wasting gooks and geeks with his 475 Wildey Magnum. Or would it be safer to join *Rachael Smith* with the Speccy version?

Come on, punk — make my breakfast! The time's come to clean up the streets, so hand me my Smith and Wesson dustpan – this tottie's on the rampage!

Hey, stay vigilant, vigilantes, because it's tough out there on the streets. In fact, unless you're a full-blooded do-it-them-before-they-do-it-to-you psychopath, you might as well load up some nice little game of mass murder, because this is something else . . . *Death Wish III* is genocide.

But who cares because you're wasting the punks, the muggers, the little old ladies (whoops, got a bit trigger happy there) as you take the law into your own hands (and if he's a big hunky PC I'd happily take him into my hands — knoworriemean?!!). This is *not* a game for pinko commie faggots, bleedin' heart liberals or anybody else to the left of Gengis Khan!

Based on the famous fillum (Easy Quiz for Movie Buffs — What were the first two called?), this features a sprite which shows only slightly more emotion than old stone face, Chas Bronson. So with a shout of "Spill pixels, scum!" it's time to choose your weapon and step out into the heat.

Time for some road safety. Watch your step, and I don't mean the usual problem of incontinent doggies. From the moment you place your size nines on the pavement, you're a target. Luckily you picked up a bullet-proof vest from M&S but it can only take the shock out of so many shots — and a hit on the heart will severely shorten your vigilante-ing.

You've a choice of three weapons, at least until the ammo runs out. First up is the 'famous 475 Wildey Magnum' and I don't think they're talking about a big bottle of bubbly!

Second there's a machine gun, which blasts out machine code shot in short bursts and blows the barbarians away. Finally, my favourite, the rocket launcher, which reduces the trash to piles of ash, but is rather slower in action.

Funny they call all that blasting 'keeping the peace', but there are innocent pedestrians to protect, such as the gormless grannies who wander into your line of fire. Try not to put down too many pensioners or you'll give the paramedics problems.

The police turn a blind eye to your rough justice, and occasionally help you out with the odd shot, but bump off a few officers by accident and you'll find they're far less friendly. There are also less-innocent bystanders, in the form of mean-street-walkers, and their spritely soliciting is just one of the comic touches that lighten the blood-letting.

Another impressive feature is that the city is geographically fully realised, so that you can stroll round a real warren of streets which stay the same when you re-visit them. The related problem is that it's easy to get lost, even with the help of a compass and map.

You see the action side-on, with controls to move left and right. The up and down keys switch you through ninety degrees, clockwise and anti-clockwise, and the map swivels to match up with the horizontal movement. It takes a little getting used to, but persist and you'll soon be running to the scene of the action like a native New Yorker.

Don't spend all of your time cutting down creeps in the open air, though. You can actually enter most of the buildings and if you're lucky you'll find extra weapons or maybe a gang boss. These fat cats slouch behind their desks, just waiting for you to top them for muchos brownie points.

You could also take a shot or two from the window. This is a whole different shooting gallery as you aim the crosshairs then pump hot pixels. But don't drop your guard for too long or you may let the punks take you from behind.

For once the words tie-in aren't the kiss of death. This is a shoot 'em up with a difference and it's packed with clever touches. So load your Spectrum immediately . . . with dum-dums, dummy!

YS CLAPOMETER

GRAPHICS	
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	
TOTAL	**9**

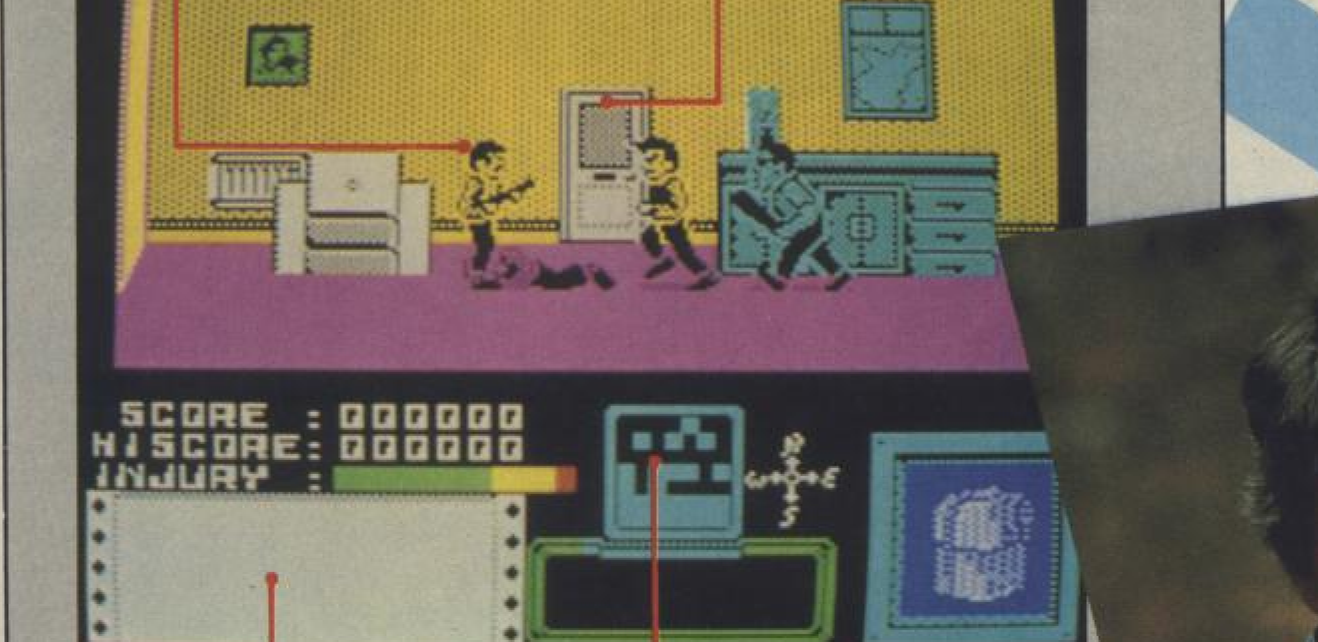
FAX BOX

Game............ *Death Wish III*
Publisher............ Gremlin
Price............ £7.99
Joysticks............ Most

Two ruthless punks with machine guns want to chuck Chuck into the freezer and he's stuck without a weapon, which is why he's shrugging his shoulders when you press fire.

Interconnecting doors like this let you roam around inside a building, but not all are unlocked. Try them before you return to the streets, though.

YOUR SINCLAIR MEGAGAME



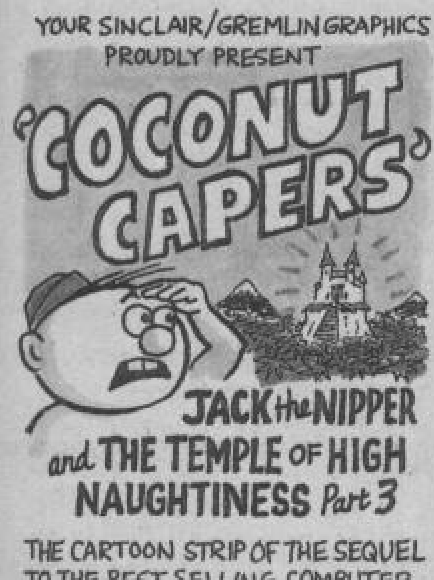
Police reports scroll in here so that you can scarper to the scene of the crime . . . and clear up the creeps before the city's finest arrive.

The yellow map shows where the bosses are to be found. It toggles to show the locations of weapons on a blue background.


DEATH WISH 3
GREMLIN


YOUR
SINCLAIR


BY TONY CROWTHER & ROSS GOODLEY
NOW FROM THE T.V. SERIES
CENTURIONS
★ POWER-X-TREME!!!
★ EXOFRAME ON AND READY!
★ ZAP MILLIONS OF BADDIES!
Choose from an awesome array of weapons and prepare for the battle of a lifetime!
Ace McCloud, Jake Rockwell and Max Ray are THE CENTURIONS! Stop the evil Doc Terror in his desperate bid to destroy the world! Guide the Centurions through Space, Sea and Air, and find all six parts of the master key before it's too late!
SPECIAL FEATURES
★
Multi-directional scrolling
★
3 massive levels
★
Amazing 'Exoframe' feature
★
1 or 2 players co-operational game
MAIL ORDER: If your dealer is miles away you can order from us – send your crossed cheque/P.O. made out to Ariolasoft U.K. Ltd., including your own name and address, to Ariolasoft, P.O. Box 461, London NW1 2ND
REAKTOR
C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99
CENTURIONS: © 1987 RUBY SPEARS ENTERPRISES, INC.





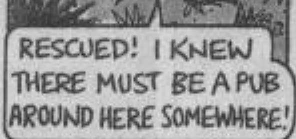


























WELL... WHAT DID YOU EXPECT? THIS OUTRAGEOUS TALE TO BE TRUE? COME OFF IT! YOU DIDN'T THINK WE'D PUT THE ULTIMATE POWER IN THE HANDS OF THE WORLD'S NAUGHTIEST NIPPER DID YOU? OKAY, IF THAT'S YOUR IDEA OF FUN YOU'D BETTER PLAY 'COCONUT CAPERS' FOR YOURSELF!

YOU **NAUGHTY NIPPER!**

MAILSOFT

** SPECTRUM **	OUR PRICE
BARBARIAN	6.99
INTO EAGLES NEST	6.60
SKY RUNNER	5.99
SPY V SPY II	6.99
CONFLICT 1	9.99
MASK	5.75
THE FINAL MATRIX	5.99
GAUNTLET	6.50
TANK	5.50
NEMISES	5.50
URIDIUM	5.99
KONAMIS GOLF	5.50
ELITE	9.95
EDGE CLASSICSX 1	6.50
SABATOUR II	5.50
NEMISIS THE WARLOCK	5.50
RANA – RAMA	6.25
TOMAHAWK	6.99
WORLD GAMES	6.50
WORLD CLASS L/BOARD	6.50
THE GREAT ESCAPE	5.50
THING BOUNCES BACK	5.50
SCALEXTRIC	6.99
ELITE TRIO HIT PACK	6.99
T T RACER	6.99
ARKANOID	5.50
BATTLE OF BRITAIN	6.99
DRUID	3.99
PRESIDENT	6.99
ENDURO RACER	6.99
WIZ	5.50
HIGH FRONTIER	6.99
ENTERPRISE	6.99
CONWAY RAIDER	6.99
GRYOZ	5.95
ATHENA	5.95
BUBBLE BUBBLE	6.99
FLYING SHARK	6.99
BUGGIE BOY	6.99
** ACCESSORIES **	
RAM TURBO	12.95
KEMPSTON INTERFACE	7.95
PLUS 2 LEAD	4.99
MULTIFACE 128	44.95
RAMPRINT+RAMWRITE	29.99
LIGHTPEN+INTERFACE	19.95
AMX MOUSE/ART/OPSYS	59.99
CENT E INTERFACE	34.95
QUICK SHOT II TURBO	13.95
QUICK SHOT II	7.50
KONIX SPEEDKING	11.75
RAM MUSIC MACHINE	45.00
SPEC DRUM	24.95

** SPECTRUM **	OUR PRICE
EXPLODING FIST II	6.50
LIGHTFORCE	5.50
DRAGON'S LAIR II	5.50
NAPOLEAN AT WAR	6.99
SPACE HARRIER	5.50
GALLIPOLI	6.99
MYSTERY OF THE NILE	5.25
ZYNAPS	5.75
ZULU WAR	7.25
DR. LIVINGSTONE	6.75
ELITE 6 PACK	6.99
WEREWOLF IN LONDON	6.50
STRIKE F. HARRIER	6.99
BISMARK	6.99
HIGH FRONTIER	6.99
DURELL BIG 4	6.99
STRIKE FORCE SAS	6.99
ANNALS OF ROME	9.99
STOLE A MILLION	6.99
GAME OVER	5.50
WINTER GAMES	5.50
LEADER BOARD	6.99
P.A.W.	17.50
BATTLEFIELD GERMANY	9.99
CONVOY RAIDER	5.95
COMET GAME	2.50
SILENT SERVICE	6.99
BOUNTY HUNTER	6.99
GRAPHIC CREATOR	18.95
SHOCKWAY RAIDER	5.50
STAR RAIDER II	6.99
INDOOR SPORTS	6.50
SOLD A MILLION 3	6.99
AUF WIEDERSHEN MONTY	5.50
PSI CHESS	6.99
HEAD OVER HEELS	5.50
CONFLICT II	5.50
STARGLIDER	9.95
EXAGON	5.50
TRIVIAL PURSUIT	10.95
T.P. BABY BOOMER	10.95
T.P. QUESTION PACK	5.95
MS PACMAN	2.75
5 STAR GAMES	7.25
CATCH 23	5.50
DESERT RATS	6.99
SURVIVOR	5.50
SHADOW SKIMMER	5.50
JEWELS OF DARKNESS	9.95
ARMY MOVES	5.50
MARIOS BROS	5.50
SILICON DREAMS	9.95
METROCROSS	6.99

** SPECTRUM **	OUR PRICE
ROAD RUNNER	6.50
ALIENS	6.99
LEVITHAN	5.75
CYRUSS II CHESS	8.95
ICKUPS	2.99
STAR GAMES ONE	7.25
MARBLE MADNESS KIT	6.50
WARLOCK	5.75
GAUNTLET – DUNGEONS	4.99
KONAMIS COIN HITS	6.99
ARTIST II	10.95
10th FRAME	6.50
HYPERBALL	2.99
VULCAN	6.99
ADVANCE ART STUDIO	19.95
WIZBALL	5.75
SLAP FLIGHT	5.75
RENAGADE	5.50
SUPER CYCLE	6.50
F-15 STRIKE EAGLE	7.25
GUNSHIP	7.25
SILENT SERVICE	7.25
MICRONAUT 1	6.99
TOBRUCK	6.99
GUNRUNNER	5.75
SIDNEY AFFAIR	6.50
GLIDER RIDER	6.50
BOMB JACK II	5.50
LAST MISSION	6.50
SENTINAL	6.99
TAI – PAN	5.90
TOP GUN	5.50
ENTERPRISE	5.50
HEARTLAND	2.99
JAIL BREAK	5.50
QUARTET	6.99
WONDER BOY	6.99
MUTANTS	5.75
PAPER BOY	5.50
ACROJET	6.99
PROHIBITION	6.99
POLE POSITION	2.99
** SPECTRUM 128K **	
CYRUSS II CHESS	8.95
FAIRLIGHT I OR II	7.25
STARS ON 128K	7.50
AZIMUTH ALIGNMENT	6.95
WINTER GAMES	7.25
LITTLE COMP PEOPLE	7.25
THE PAWN	9.95
GRAPHIX 128K	9.95
ARTIST II	13.95
TIBET	7.50



ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE. ELSEWHERE ADD £1.50 PER ITEM.
CHEQUES/POs PAYABLE TO: MAIL-SOFT (YS), PO BOX 589, LONDON N15 6JJ.
ACCESS AND VISA ORDERS WELCOME.

IF YOU DO NOT SEE THE TAPE YOU WANT, SIMPLY DEDUCT 30% OFF THE R.R.P. AND WE WILL SEND TO YOU (EXCEPT BUDGET SOFTWARE).

★ Denotes new releases will be sent as soon as they are released by the software house.

SINCLAIR TITLES ▼

SPECTRUM SUMMER SALE

£1.99 CASSETTES

BALLBLAZER, SHERLOCK, SUPERSLEUTH, TWISTER, GHOSTBUSTERS, FATWORM, REALM OF IMPOSSIBILITY, CHICKEN CHASE, CONTACT SAM CRUISE, SPIDERMAN/HULK, VALKYRIE 17, PITFALL II, ADVENTURE QUEST, WHO DARES WINS II, INTERNATIONAL KARATE, ADVENTURE LAND/SECRET MISSION, CHIMERA, BATTLE OF THE PLANETS, RESCUE ON FRACTALUS, FROSTBYTE, AMERICAN FOOTBALL, ADRIAN MOLE, BIZZICOM SMALL TRADER, WINTER SPORTS, VALHALLA, TEACH BASIC ON ZX, RED ARROWS, SURF CHAMP, REVOLUTION, RIVER RAID, BEAMRIDER, 3 WEEKS IN PARADISE, ROBIN OF SHERLOCK, KOMPLEX, ZOIDS!!, EQUINOX, SIR LANCELOT, COP OUT, STARSTRIKE II, BARRY McGUIGAN'S BOXING, HOWARD THE CLOCK, POLE POSITION, TAPPER, STAINLESS STEEL, SUPERCHESS 3.5, MERLOCK THE MEDE, PSYTRAXX, MANIC MINER, FROST BYTE, CHUCKIE EGG II, BC's QUEST FOR TIRES, SKOOLDAZE, FIGHTING WARRIOR, ROCCO, CHESS, BRIAN JACKS SUPERSTAR, NOMAD, MANTRONIX, TOY BIZZARE, PANZADROME, THINK, H.U.R.G., COSTA CAPERS, GERRY THE GERM, RUNESTONE, RASPUTIN, EVIL CROWN, JET SET WILLY II, METABOLIS, SAM STOAT SAFEBREAKER, ZORRO, RIDDLERS DEN, WILLIAM WOBBLER.

£2.99 CASSETTES

WAY OF THE TIGER, BUTCH HARD GUY, I.C.U.P.S., MINI OFFICE, IMPOSSABALL, PYRACURSE, TERRACRESTA, PENTAGRAM, CITY SLICKER, XEVIOUS, KRAKOUT, INFILTRATOR, MARTIANOIDS, BACK TO THE FUTURE, KORONIS RIFT, DANDY, TEMPEST, SUPERBOWL, DRAGON'S LAIR, CRYSTAL CASTLES, THE YOUNG ONES, MASTERS OF THE UNIVERSE, PRODIGY, VIRGIN ATLANTIC CHALLENGE, W.A.R., DRUID, NIGHT GUNNER, FUTURE KNIGHT, AVENGER, THE COMET GAME UCH-MATA, TARZAN, PAC-MAN, RETURN TO OZ, FIRELORD, FOOTBALL MANAGER, TRAILBLAZER, FIGHTER PILOT, JET-PAC, KAYLETH, REBEL PLANET, ASTRO-CLONE.

£2.99 COMPILATIONS

SOLD A MILLION INC. – DECATHLON, SABRE WOLF, SPYHUNTER, J.S.W.

W.O.W. GAMES COMPILATION OF 14 TITLES.

HOT SHOTS INC. – MINDSHADOW, FIGHTING WARRIOR, SHADOWFIRE, GYRON.

CRASH SMASH II INC. – MONTY ON RUN, BOUNDER, STARQUAKE, SWEEVO'S WORLD.

STAR GAMES ONE INC. – WAY OF TIGER, BARRY McGUIGAN'S, BEACHEAD II, RESCUE ON FRACTALUS.

SCOTT ADAMS SCOOPS INC. – PIRATE ADVENTURE, STRANGE ODYSSEY, VOODOO CASTLE, BUCKAROO BANZAI

UNBELIEVABLE ULTIMATE INC. – ATIC ATAC, SABRE WOLF, UNDERWURLDE, ALIEN 8.

ARCADE HALL OF FAME – RAID II, BLUE MAX, ROCCO, FLAK, HUNCHBACK II.

HILL McGIBBON PACK INC. – PUNCTUATION PETE, BALLOONING, SPECIAL AGENT £5.95

EDUCATIONAL SOFTWARE
INCLUDE ALL SPINNAKER TITLES AT £1.95

UTILITIES

CURRAH MICRO SLOTS	£2.95
SPECDRUMS	£25.00
DRUMKITS	
LATIN	£3.99
AFRO	£4.99
ELECTRO	£4.99
SPECTRUM POWER PACKS	£9.95 + £1.00 p&p
ALPHACOM THERMAL ROLLS (5 rolls)	£9.95 + £1.00p&p
ROTRONICS WAFADRIVES	£14.99 + £2.50 p&p

p&p 1-3 titles 75p; 3 or more £1.00; Overseas £1.20 per tape

LOGIC SALES LTD

Department 3, 17 Leofric Square, Eastern Industry, Peterborough, Cambs. Tel: 0733 313870

LOGIC SALES SHOPS AT: 6 Midgate, Peterborough, 17 The Broadway, Southgate, London

BACK ISSUES

Roll up! Roll up! Get your *YS* back issues here! Never to be repeated (until next month)!

1 Jan '86 • Rasputin/Commando/Saboteur/NeverEnding Story/Winter Sports

2 Feb '86 • The Young Ones/Bladerunner/Three Weeks In Paradise/Beach Head II/The Worm In Paradise/Art Studio

3 Mar '86 • Movie/V/Zoids/SpecDrum/Wham! Music Box

4 Apr '86 • Max Headroom/Skyfox/Lord Of The Rings/Art Studio

5 May '86 • Batman/The Planets/Micronet/Turbo Loader

6 Jun '86 • Ghosts 'n' Goblins/Way Of The Tiger/128K Games

7 Jul '86 • Rock 'n' Wrestle/Heavy On The Magik

8 Aug '86 • Paperboy/Pyracurse/The Price Of Magick • **Features:** Hardware Special: get the most for your money/Animator 1: draw your own conclusions/Speech Melba: speech synthesis on the Speccy

9 Sep '86 • Miami Vice/Jack The Nipper/Hijack

12 Dec '86 • Dandy/Avenger/Uridium/WAR/Lightforce/Trailblazer/Dragon's Lair

13 Jan '87 • Space Harrier/Star Glider/Gauntlet/Fat Worm Blows A Sparky/Thanatos

14 Feb '87 • Short Circuit/Aliens/Gauntlet/Fairlight II/Contact Sam Cruise

15 Mar '87 • Auf Wiedersehen Monty/The Hive/Fist II/Space Harrier/Hacker II

16 Apr '87 • Nemesis The Warlock/Rana Rama/Enduro Racer/Leader Board/Shockway Rider

17 May '87 • **Games:** Tai-Pan/World Games/Saboteur II/Into The Eagle's Nest/Arkanoid • **Features:** Road Race: exclusive Ocean game on the cover

18 Jun '87 • Hydrofool/Head Over Heels/Sentinel/Auf Wiedersehen Monty/Koronis Rift

19 July '87 • Thing Bounces Back/Flunky/Stormbringer/Dogfight/2187/Amaurote/Nemesis The Warlock/The Pawn

20 Aug '87 • Challenge Of The Gobots/Wizball/Stifflip & Co/The Final Matrix/Killed Until Dead/Exolon/Tai-Pan/Deathscape/Trio/Computer Brain Of 1987: Well, are you?

21 Sept '87 • **Games:** Jack The Nipper II/Catch 23/Game Over/Slapfight/Chain Reaction/Micronaut One/The Living Daylights Features: Free Nipper Wobbler/Game Over giant poster.



Order Your Back Issues Now!

January '86	☐	August '86	☐	*May '87	☐
February '86	☐	†September '86	☐	June '87	☐
March '86	☐	December '86	☐	July '87	☐
April '86	☐	January '87	☐	August '87	☐
May '86	☐	February '87	☐	+September '87	☐
June '86	☐	March '87	☐		
July '86	☐	April '87	☐		

UK £1.20 each inc p&p, Europe £1.60, Rest of the world £1.80.
***May '87 issue** comes with exclusive Ocean game on the cover!
†September '87 issue comes with free *Jack The Nipper* wobbler on the cover!
I enclose a cheque/postal order for £................made payable to Dennis Publishing Ltd.

Name...

Address..

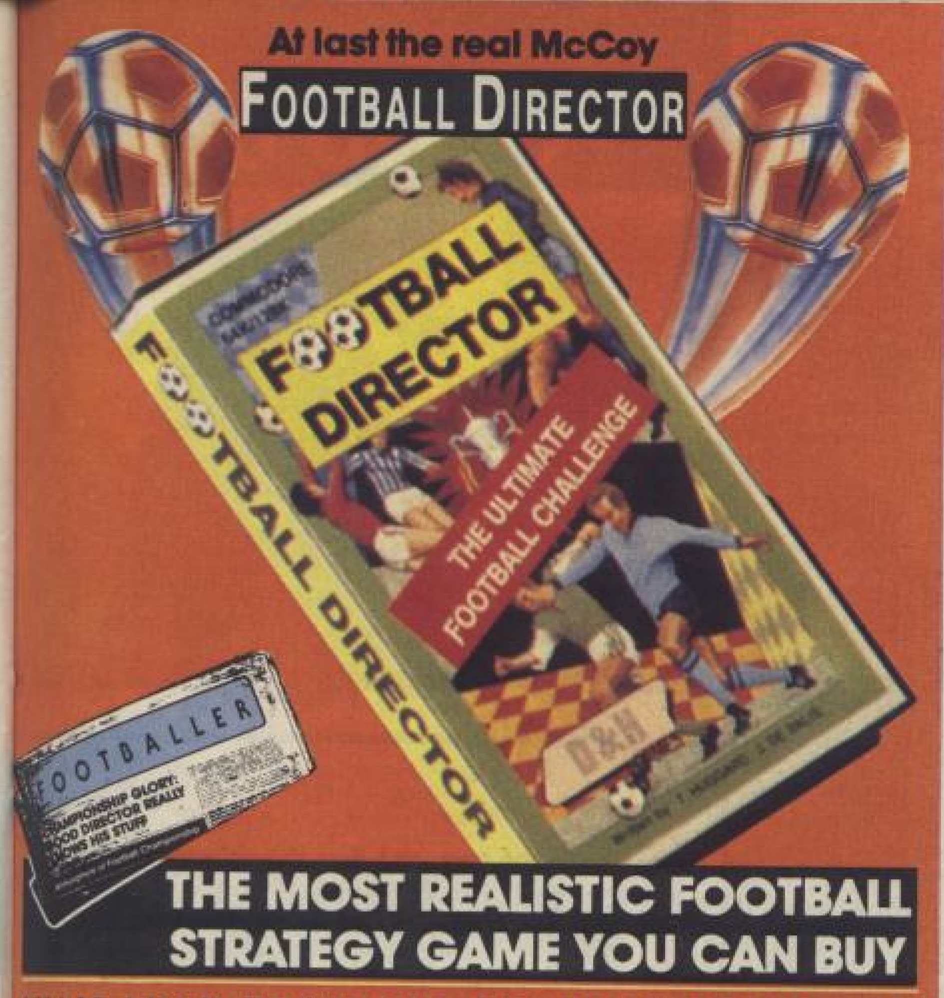
....

....Postcode ....

Complete and return this coupon to: *Your Sinclair* Back Issues, PO Box 320, London N21 2NB.

Use a photocopy if you don't want to cut up the mag.

STOP PRESS: The October and November '86 issues are now sold out.



THE MOST REALISTIC FOOTBALL STRATEGY GAME YOU CAN BUY

AVAILABLE FROM ALL LEADING RETAILERS

FEATURES

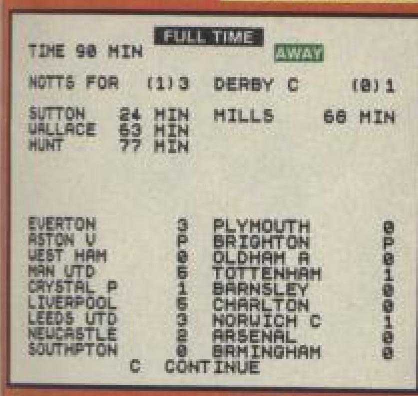
Four Leagues
20 Teams each
38 Game Season
Home + Away
FA/League Cup
Replays European Cup
U.E.F.A. Cup
Cup Winners Cup
2 Legs Aggregate
Penalties Players
Morale Skill
Field Position
Scored Conceded
Played Fixture List
P W L D F A PTS
Scouts Coach Physio
Youth Team Gamble
Substitutions
Sendings Offs
Postponements
Midweek Games
Injuries Free Transfers
Buy/Sell Shares

Retirements
Transfer Market
Internationals
European Tours
3 Levels
Manager Rating
Printer Option
8 Reserves: Promotion
Relegation
Weekly News
Borrowing: Mortgage
Save Game: Interest
Tax: Sponsors
Full Results
Season Tickets
Next Game
Gate Money
Season Counter
TV Cameras
Crowd Violence: Wages
Manager Approaches
Testimonials
Weeks Profit

Name Editor
Team Editor
LMTG Counter
League Titles
Sackings
Extra Training
Insurance
Build Stands
Pools Panel
Manager of the Month
+ MUCH MORE
FEATURES VARY WITH DIFFERENT COMPUTERS

ORDER A COPY TODAY

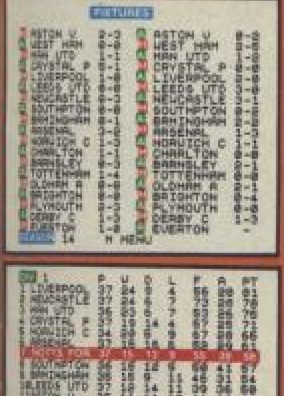
SPECTRUM SCREENSHOTS



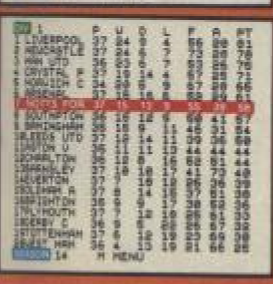
WAGE BILL £11595- WEEKLY NEWS GATE MONEY £35710+

GENERAL RUNNING COSTS £23720 -
INTEREST FROM BANK £729 +
MURRAY TESTIMONIAL £51271 +
CROWD VIOLENCE: DAMAGES £36720 -
SPONSORS PAY THE CLUB £51271 +
TV LIVE BROADCAST NETS £20000 +
BANK REPAYMENTS £8325 -
MORTGAGE REPAYMENTS £20360 -
WEEKS PROFIT £-11730
SCOUT LOOK AT TRANSFER MARKET
CLOUGH INJURED FOR 2 WEEKS

THE PLYMOUTH MANAGER APPROACHES YOU AND OFFERS £770456 AND WALKER IN A FREE TRANSFER FOR WEBB DO YOU ACCEPT Y/N
BANK £243064
SEASON 14 M MENU







NOTTS FOR HOME B MUNICH
GOALKEEPER 8 GOALKEEPER 6
DEFENCE 4 DEFENCE 7
MIDFIELD 7 MIDFIELD 4
ATTACK 8 ATTACK 6
EUROPEAN CUP WINNERS CUP QUARTER FINAL
2nd LEG AGG 1-2
SEASON 14 M MENU

STAFF
HIRE YOUTH TEAM £3522 P/W
SACK COACH
SACK PHYSIO
SACK SCOUT
INFORM SCOUT OF PLAYER WANTED
CURRENTLY SEEKING
CURRENT FORM?
BANK £243064
SEASON 14 M MENU

SPECTRUM £8.95 • COMMODORE £8.95 • AMSTRAD £8.95

This game also available by mail order at £8.95 per cassette. Send your cheque/P.O. made out to D & H Games plus a large SAE, with 25p stamp attached. Please write your name and address on reverse side of cheque. (72 hours delivery).



19, Melne Road, Stevenage, Herts SG2 8LL
(0438) 728042

ORDER NOW – ORDER NOW – ORDER NOW
OUT NOW ON COMMODORE 64/128
COMING SOON ON SPECTRUM

THE DOUBLE

(LEAGUE & CUP)

NEVER – EVER – HAS a football management game been available for 66 TEAMS of which 65 ARE COMPUTER MANAGED with GENUINE MATCH RESULTS (not random) using the INDIVIDUAL ABILITIES of 1000 PLAYERS WITH AN INTELLIGENT METHOD OF MATCH PLAY.

NEVER – EVER – HAS a football management game allowed the TRANSFER OF 1,000 PLAYERS between 66 INDIVIDUALLY MANAGED TEAMS with INDIVIDUAL SCOUT REPORTS on 1,000 PLAYERS and 66 CLUBS, with WRITTEN REPORTS, plus squad details of EVERY CLUB containing their number of games played and goals scored of ALL 1,000 PLAYERS.

NEVER – EVER – HAS a football management game allowed you the CHOICE OF ANY FIXTURE from ANY DIVISON with GENUINE MATCH COMMENTARY (not random comments) with ALL goalscorers, ALL results for ALL matches plus League Tables and fixtures for ALL divisions with ALL gates individually calculated

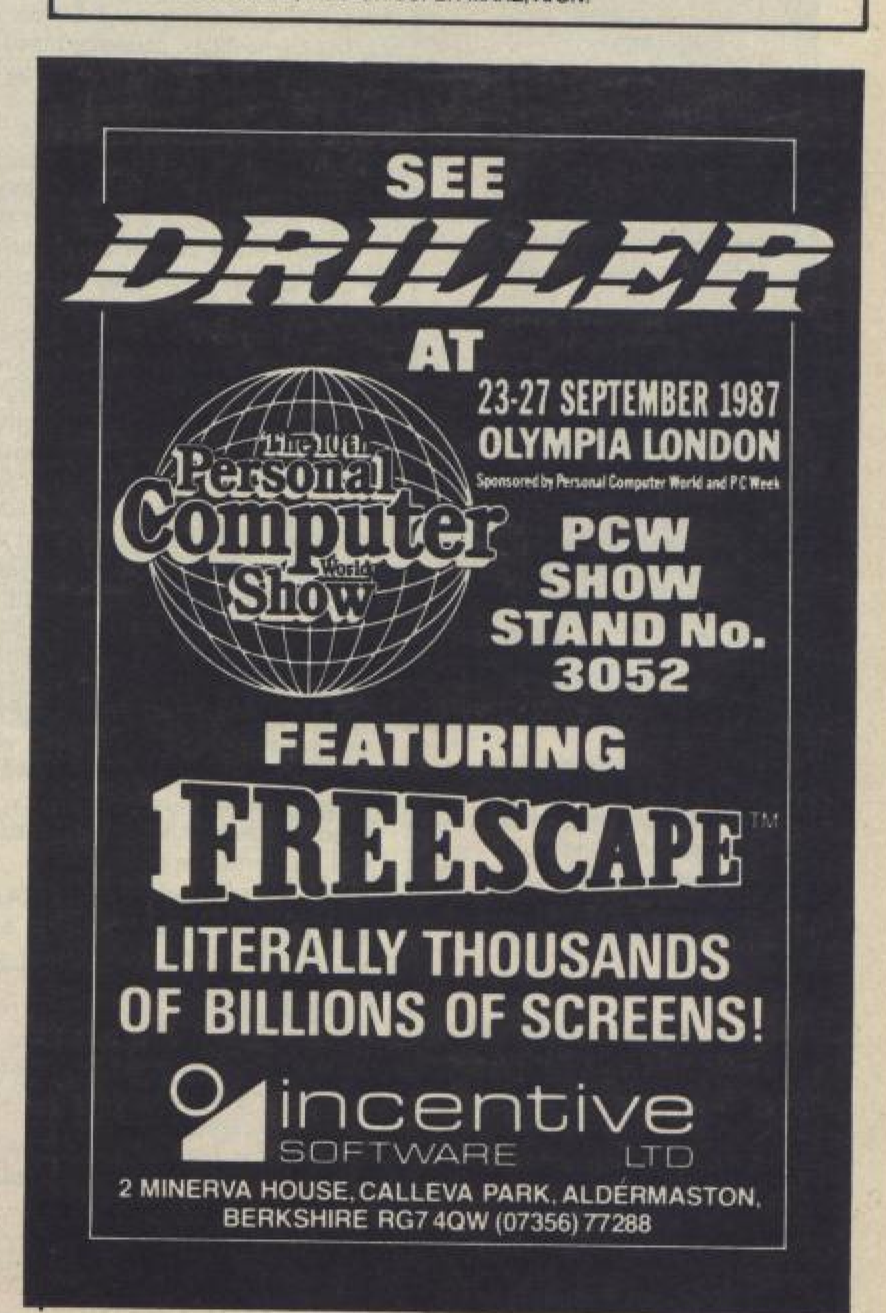
PLUS Policing, Gate income, Full administration, Staff, Injuries, Physio, Crowd control, Match programmes, League enquiries, Ground improvements, Squad details, Field positions, Hotel, Travel expenses, League fines, Promotion & relegations, Banking with interests, Match programmes, Sackings, Manager approach, Save facility, Printer option

HOW HAVE WE DONE IT? By two years of research and planning plus using the most sophisticated data compaction methods plus 100% machine code OUR AIM was to produce the ultimate in a football strategy game – we think you'll agree, we have.

WARNING – This is a serious management strategy game. (No skill levels, gimmicks, random simulation)

HOWARD KENDALL says: *"This must be the ultimate of all strategy games – excellent."*
COMPUTER GAMER says: *"This is by far the most realistic game of its kind I have ever come across."*
YOUR COMMODORE says: *"On balance the game is streets ahead of Football Manager."*
NOTE: Commodore (Match Graphics) Spectrum (Commentary)

ORDER NOW – **£10.95**
ACCESS RING 0702 710990 (from 9 am - 1 pm) (plus 50p post/packing within UK)
POSTAL ORDERS/CHEQUES TO: JOHNSON SCANATRON LTD
39 TOTTERDOWN ROAD, WESTON-SUPER-MARE, AVON.



Win A Portable Renegade Arcade Machine And Monitor!

YS AND OCEAN

KICK AS

1. One of Ocean's biggest recent hits was based on a novel by James Clavell. Was it called:
a) Tai-Pan?
b) Tai-Pin?
c) Tai A Yellow Ribbon Round The Old Oak Tree?

2. In *Wizball* you play a wizard (and his cat) defending his colourful planet against monochrome aliens. So how many lines are there on a colour TV screen? (Contrived? Us?)
a) 8,000,000,000
b) 625?
c) 405?

3. *Army Moves* was the first release via Ocean from a well-known Spanish software house. ¿What is its name?
a) ¿Dynamic?
b) ¿Dinamic?
c) ¿Paella'n'Chips?
(*That's enough ¿s. Ed*)

4. *Athena* is Imagine's other big release for the PCW Show. Athena is also a well-known chain of poster shops. Not only that, but Athena is also... which of these three?
a) The Greek goddess of wisdom?
b) The Greek goddess of poster shops?
c) Derek Athena, lead singer of top indie band Symphony of Cheese?

5. *Slapfight*'s another recent coin-op conversion from Imagine. Which arcade company was originally responsible for it?
a) Nintendo?
b) Nichibutsu (bless you)?
c) Taito?

The streets aren't safe! Thugs, muggers, Leeds supporters, Jehovah's Witnesses — the town's a jungle and we're all monkeys. But for one lucky person all this will change. Head held high, he (or she) will be able to walk the streets with his (or her) very own *Renegade* arcade machine and monitor! One clunk over the head with that and they'll know who's boss.

Yes, it's another fistclenching, gutbusting, dorksplattering *YS* megacompo, and this time we've got the arcadester's dream come true to give away — Taito's *Renegade*, the roughest, toughest urban vigilante game since Bernhard Goetz. Ocean, through its label Imagine, is releasing the Spectrum version in time for the PCW Show (and a bit of all right it is, too), but one lucky streetfighter will walk away with the real thing, the original 8 billion megabyte arcade smash, all squeezed into one of those elegant little metal suitcases by the miraculous Steve at Ocean.

That's not all, of course. Two runners-up will win piles of goodies from Ocean, including the world-famous Ocean sports bag, t-shirts, mugs, posters and a dozen of the latest games! And there are copies of Ocean's Speccy version of *Renegade* for another 25 entrants! Boop dee bop!

So how do you get in on this? Where's the catch? Well, as always, there's no catch with a *YS* compo — we're just so generous, sincere and deeply lovable that it might be just as well to keep a bucket handy. All you've got to do is answer the five questions below on some of Ocean's other hoopy games, fill in the form and send it off to us. Then on October 31st we'll pick out three correct entries from the *YS* megahat (now occupying three floors of Castle Rathbone), and those three will be invited to Ocean's luxurious Manchester HQ on November 20th — all expenses paid, natch — for a play-off on the first prize! The winner will go off with his/her prize, while the runners-up will be consoled with loads of Ocean goodies and hospitality. The Man Ed will then fall under the table as usual, and everyone will go home happy.

What are you waiting for? Answer the quezzies, possums, and bung 'em in the post!

RULES

- Employees of Dennis Publishing, Ocean, their friends, relatives and personal bodyguards are liable to be kerscrunched in the goolies if they attempt to enter this one.
- October 31st is the day we judge the blighter, so wang it in after that and you're liable to be mighty disappointed, chummy!
- The Ed's word is the only law around here — if you mess about with her, we'll tell you that word. Consider yourself warned.

GHETTO LO

Not bad, eh? For the winner of our Manchester play off on November 20th — this sparkling new *Renegade* arcade game-in-a-suitcase, easily portable (if you happen to be Geoff Capes) and most importantly, compact, so there's no need to demolish a wall if you want to put it in your front room. Plus a high resolution Tatung monitor, so you can see how far you're getting in the game — yo ho!



1st Prize

For the two runners-up, there's an Ocean sports bag plus two t-shirts, two mugs (as drunk out of by the Editor of *Your Sinclair*), piles of posters and an even dozen of the latest Ocean/Imagine games! And 25 more runners-up each grab a copy of Imagine's Speccy version of *Renegade*, the next best thing to the arcade machine! It's hotter than the Man Ed's trainers!

N MEGACOMPO

SS!

AD OF THIS!

2nd Prizes

Runners-up Prizes

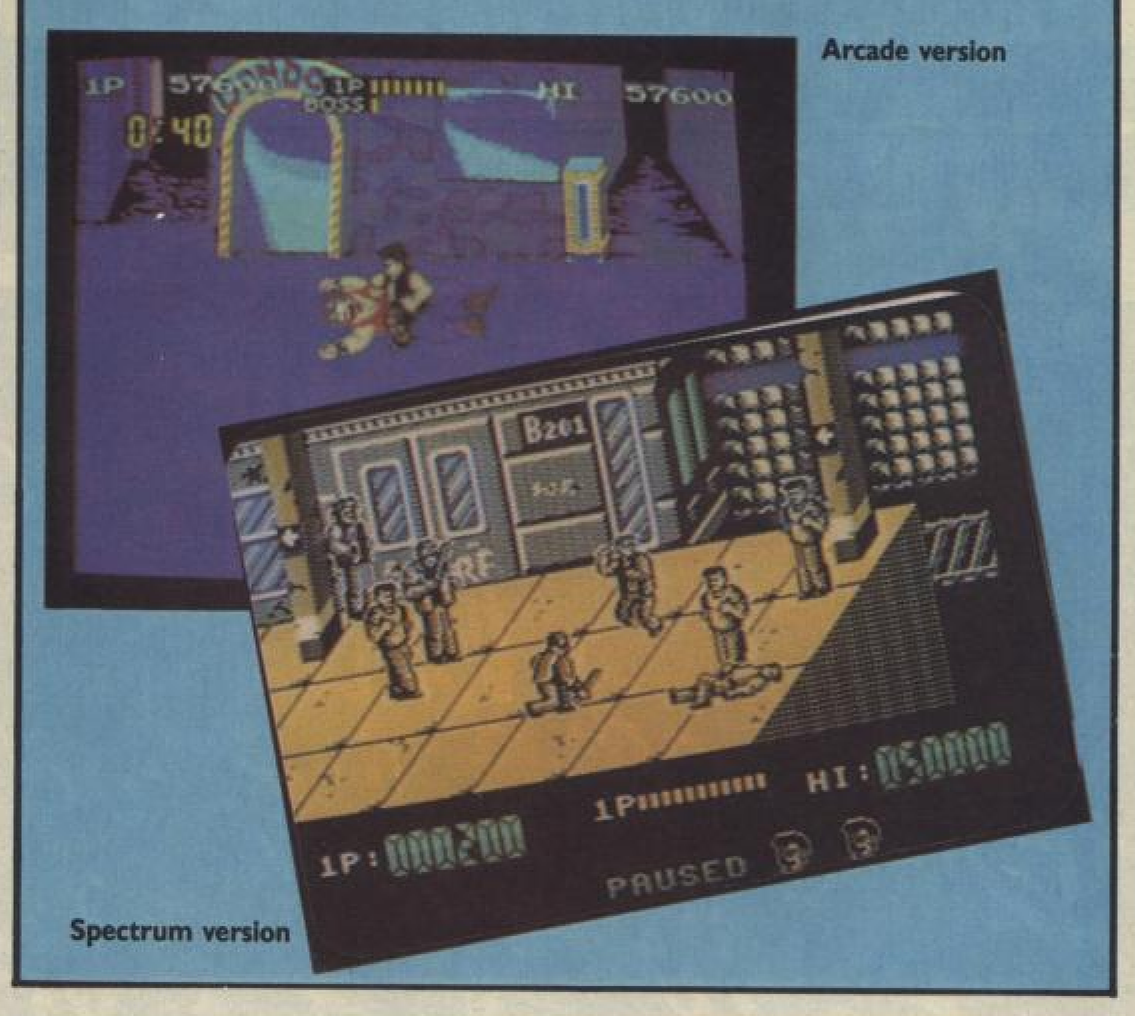
RENEGADE

A putrid odour fills your nostrils as you walk through the seedy and grimy buildings, wending your way through heaps of rotting food and garbage. Figures huddle together in dark alleys and you sense the danger that lurks around every corner. You gag on the smell of death and decay, and realise that you are not alone. It's then you realise you're in McDonalds. Which is strange 'cos it could just as easily be the scenario for Imagine's latest killer (literally), *Renegade*.

It's a real rough and tumble of a game that has you fighting for your life in the seediest of backstreets against the sleaziest of assailants. The Spectrum version of the game promises to be as spectacular as Taito's arcade original which took the arcades by storm on its release. The basic idea is much the same as any of those other 'kick the stuffing out of your opponent' games — *Yie Ar Kung Fu* and *Shaolin's Road* being the most notable — go through the levels beating the hell out of everyone. But that's where the similarity ends. *Renegade* is a much more sophisticated level of pure violence — here you've got whole street gangs to contend with and they're a colourful crew, too!

You begin the game in a tube station, where believe it or not, you've just got off a tube. The area is infested with the real down and outs of the city and you've got to negotiate the subway and streets on a journey to see your gal. She'd better be worth it 'cos those street gangs are a bunch of mean critters and you've only got your fighting and martial arts skills to rely on. First, on the subway, you'll meet a gang of thugs armed with crowbars, who're determined to make it the end of the line as far as you're concerned. Punch, kick and batter your way through them until you meet the leader of the pack, who'll require a bit more of a going over. Finish him off and you're onto the second level to meet an even more formidable pack of vigilantes — reprobates on motorbikes. Then there are the tinsel town tarts and their leader Big Bertha, who'll prove to be a bit of a handful. Finally, you must battle your way through the deadliest streetfighters of them all — a black gang armed with razors.

Sounds mean, dunnit? And it is. Imagine has managed to captivate the feel of the gangland ghettos in Taito's original arcade game perfectly. The graphics are skillful and the gameplay magnificent — and if you're a rebel without a cause, now's your chance to have one. Get hold of a copy of Imagine's *Renegade* 'cos it's sure to be one hell of a game. And there's one hell of a game to be had by someone 'cos they'll be playing their own arcade version — if they survive the heat of the streets...



Arcade version

Spectrum version

Look, *YS*, I'm so hard you could fry an egg on my pectorals. And to prove it, here are my answers...

Q1.............. **Q2**.............. **Q3**.............. **Q4**.............. **Q5**..............

If you don't invite me to the play-off, I'll probably cry.

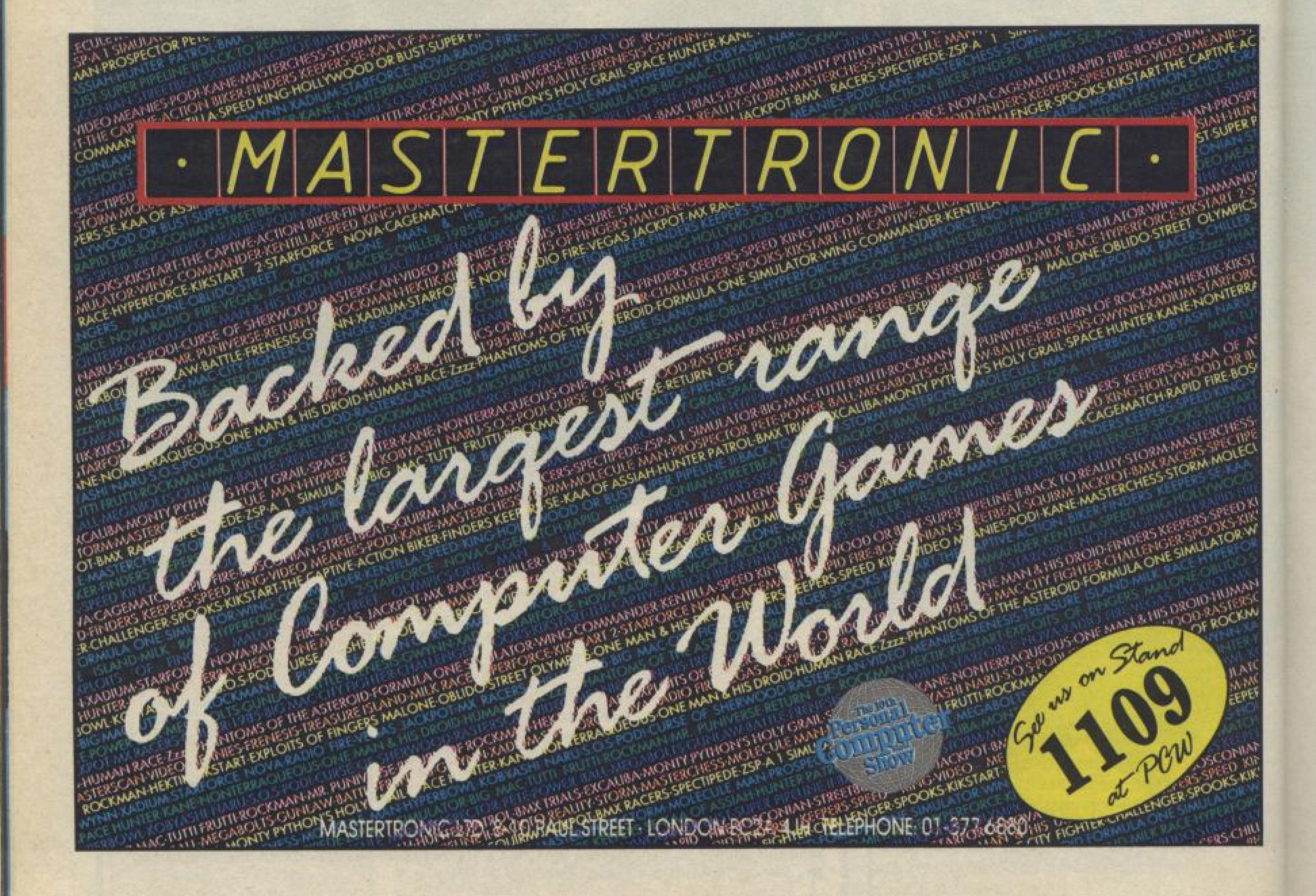
Name..

Address..

....

.... **Postcode**..............

Send this coupon to Lemonade, Lucozade Or Renegade? Mine's A Barbican Shandy Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



·MASTERTRONIC·
Backed by the largest range of Computer Games in the World
The 10th Personal Computer Show
See us on Stand 1109 at PCW
MASTERTRONIC LTD. 8-10 PAUL STREET · LONDON EC2A 4JH · TELEPHONE: 01-377 6880

HEY YOU!

Crikey! Next month's issue of *Your Sinclair* promises* to be even more jam-packed with goodies. Just have a look at this lot...

• FREE COPY OF *VIZ* — EXCLUSIVE TO *YS* READERS! MEET JOHNNY FARTPANTS IN NEWCASTLE'S NAWTIEST COMIC.



• FREE PULL-OUT SLAINE POSTER

• PREVIEWS AND REVIEWS OF *FAST AND FURIOUS, THROUGH THE TRAPDOOR, SOLOMON'S KEY, SLAINE, JUDGE DEATH, FREDDY HARDEST, MASK 1, HIGH FRONTIER, GALACTIC GAMES, THUNDERCATS* AND *US ALIENS.*

• FANZINE WINNERS — FIND OUT WHAT HAPPENED WHEN THE SPECTACULAR BOYS CAME TO EDIT *YS* FOR THE DAY.

• *YS* TIPSHOP — HINTS 'N' TIPS PLUS MAPS OF *THING BOUNCES BACK, ATHENA* AND *EXOLON.*

• WIN A WARDROBE! KIT YOURSELF OUT WITH SOME REAL HIP GEAR.

PLUS SO MUCH MORE THAT YOU'D NEVER BELIEVE IT IF WE TOLD YOU! IF YOU WANT THE BEST — BUY *YOUR SINCLAIR*!

ON SALE MONDAY 12TH OCTOBER

*Of course, we've got our fingers crossed just in case something goes wrong!

YS SUPERSTO

SPORTS BAGS

Wow! This is just the ticket for a cool, hip dude. A *Your Sinclair* sports bag to add panache and flair to your image. Ideal for your football kit, files, sarnies, games, RS232 leads and just about anything. Made from top quality strong nylon, the bags come in a stylish red and black with the *Your Sinclair* logo emblazoned across the sides. Measuring a hefty 19" x 9½" x 9" they'll be a bit like a Tardis — neat and tidy on the outside and huge expanses of space inside. What's more, they come with a natty red carrying strap and baseboard, with studs for extra strength. How can you refuse such a fabulous accessory that'll make you the envy of all your friends, and enemies, for a mere £7.95. Bung your name and address on the coupon and wait to be the hippest bagman, or woman, on the streets.

£7.95

T-SHIRTS £4.5

This is just what you need now that summer's on its way. A wacky *YS* T-shirt, made of 100 per cent, fully washable, cotton. It has a nifty Chris Long design in bright blue and black on the front and the *YS* logo in eye-catching red in the middle. You too can be the envy of your gerbil when you wear this round town. It'll come to you clean and unworn by T'zer for the very reasonable sum of £4.50 including postage and packing, so what are you waiting for? Bung your name and address down on the coupon and prepare to stun the world!

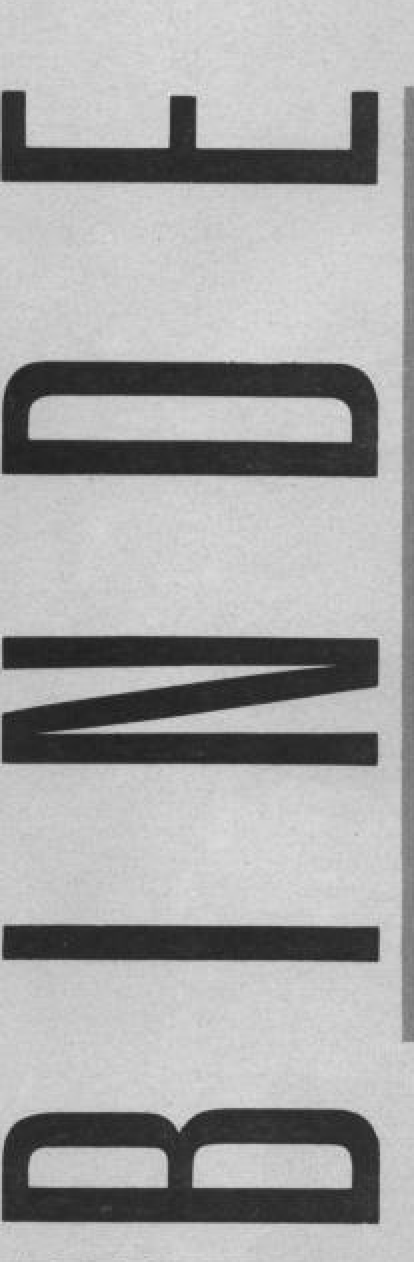
YS MEGABASIC



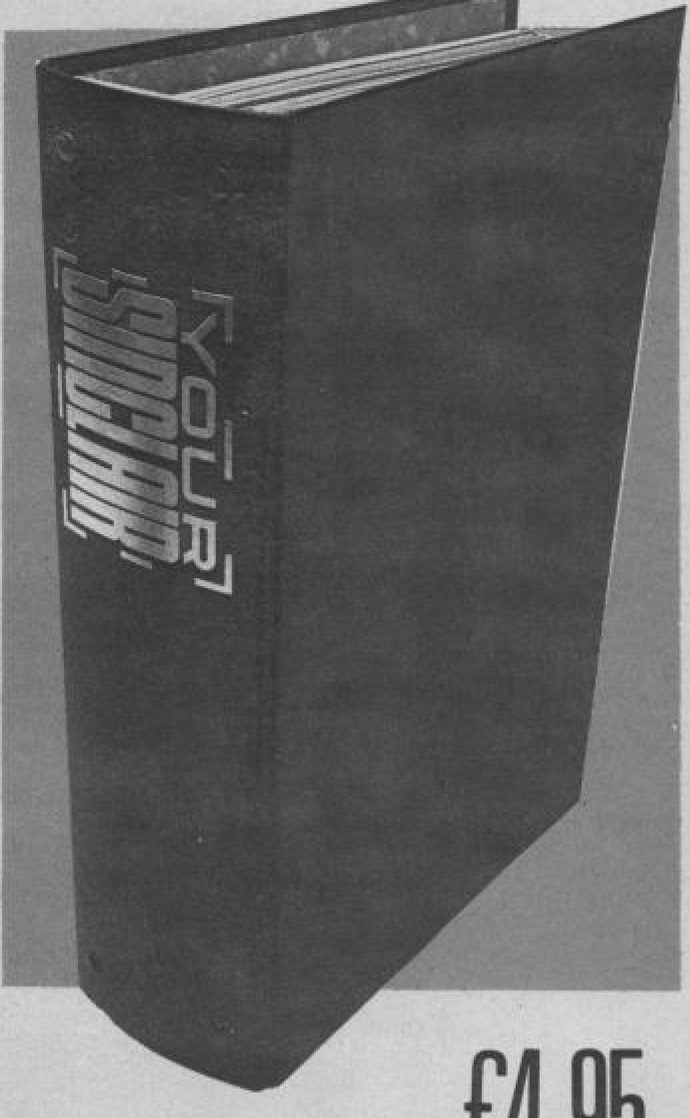
YS MegaBasic is a triffic programming utility for only £7.95. It has on-screen windows, 64 column text, lots of fonts, user-defined character sizes and loads more. Plus there's everything that's in ZX Basic and a free sprite designer! What more could you want? Fill in the *MegaBasic* bit on the coupon and you'll soon be programming to your heart's content.

£7.95





You know the way it is with magazines. You start collecting them, the pile grows and grows, they look a mess lying down, they won't stand up, they get all battered and ripped and you can never find what you're looking for. Well, why not buy yourself a nifty *YS* binder in red with gold lettering to keep 'em tidy. There's space for twelve issues of *YS* — so if you get a subscription now, it makes sense to get a binder too! One can be yours for the measly sum of £4.95 including postage and packing — so go on, get all bound up in *Your Sinclair.*



£4.95

I WANT LOTS AND LOTS OF YS GOODIES!

I'd be a complete and utter cretin not to get hold of one of these natty *Your Sinclair* sports bags that'll make me look a trendy Wendy, or Garry, or Darren, or... So bung us... sports bags since they only cost a measly £7.95 (plus post and packing: UK £1.00, Europe and Ireland £1.80, Rest of World £2.00). And it's worth waiting 28 days for delivery, too!

Yes, well, since I'm on a buying spree, you might as well send me.................*YS* binders too. I've ticked the correct box below:

☐ UK £4.95

☐ Europe £5.45

☐ Rest of the world £5.95

Oh, go on then, I'll have a *YS* T-shirt too for the paltry sum of £4.50. My size is as I've shown, and I don't mind waiting 28 days for delivery.

Small ☐ Medium ☐ Large ☐ Extra Large ☐

Yeah, all right then, I'll have a copy of *YS MegaBasic* too, since I can get it for the minute sum of £7.95.

I enclose a cheque/postal order for £ .... made payable to Dennis Publishing Ltd.
Then again, as I don't carry cash, please charge my *Access/Visa/American Express/Diners/Mastercharge card number...
*delete where applicable.

Signature...

Name ....

Address...

....

....Postcode.............................

Now send the completed form with payment or credit card number to: *YS* Superstore, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, a photocopy will do nicely!

What's hot and what's not? What's the beat on the street? Save wear and tear on the Gucci loafers, Hep Cat, and let yo' fingers do the walking, as we round up the tip top merchandise in *Streetlife*, the *YS* charts!

STREE

Full Price Games

1 (1) **Barbarian**/Palace
2 (9) **Enduro Racer**/Activision
3 (5) **F15 Strike Eagle**/Microprose
4 (4) **Six Pak**/Hit Pak
5 (3) **Army Moves**/Imagine
6 (2) **Zynaps**/Hewson
7 (11) **Gauntlet**/US Gold
8 (7) **Paperboy**/Elite
9 (8) **Leaderboard**/Access/US Gold
10 (16) **Living Daylights**/Domark

Budget Price Games

1 (3) **BMX Simulator**/Code Masters
2 (4) **Run For Gold**/Alternative
3 (1) **Milk Race**/Mastertronic
4 (5) **Feud**/Bulldog
5 (6) **Football Manager**/Addictive
6 (13) **Tournament Leaderboard**/Access/US Gold
7 (7) **Olympic Spectacular**/Alternative
8 (11) **Speed King 2**/Mastertronic
9 (14) **I Ball**/Firebird
10 (17) **Vampire**/Code Masters

Software Charts compiled by Gallup





ZYNAPS

COMICS

1 *Watchmen (12)*
2 *Green Arrow (3)*
3 *The Punisher (4)*
4 *X-Men* Annual 1987
5 *Silver Surfer (5)*
6 *Justice League (International) (7)*
7 *Web Of Spiderman/Peter Parker/Amazing Spiderman* Oct/Nov '87
8 *'Nam (11)*
9 *Lone Wolf* and *Cub (3)*
10 *Gumby* — Summer Fun Special

Compiled by Michael O'Donoghue at Virgin Comics



GREEN ARROW

WATCHMEN

ADVENTURES

1 (1) The Pawn/Rainbird
2 (3) Jewels Of Darkness/Rainbird
3 (4) Silicon Dreams/Rainbird
4 (NE) PAWS/Gilsoft
5 (NE) The Serf's Tale/Players



THE PAWN

Chart supplied by Laser Distribution

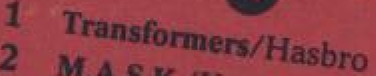
ARCAD

1 (1) **Double Dragon**/Taito
2 (NE) **APB**/Atari
3 (4) **WEC Le Mans**/Konami
4 (2) **Outrun**/Sega
5 (NE) **R-Type**/Irem
6 (5) **Road Blasters**/Atari
7 (6) **Combat School**/Konami
8 (7) **1943**/Capcom
9 (8) **Flying Shark**/Taito
10 (9) **Rolling Thunder**/Atari

Chart supplied by Dieth Leisure

ET LIFE

Toys



1 Transformers/Hasbro
2 M.A.S.K./Kenner Parker
3 Masters Of The Universe (figures)/ Mattel
4 Thundercats/Rainbow Toys
5 Barbie Dolls/Mattel
6 Masters Of The Universe (accessories)/Mattel
7 Keypers (small)/Tonka Toys
8 Lego/Lego
9 Trivial Pursuit card sets/Kenner Parker
10 My Little Pony/Hasbro

Chart supplied by Toys International & *The Retailer*

Top Ten Sandwiches

1. Cheese, Mayo and Spring Onion
2. Ham and Mustard
3. Peanut Butter and Banana
4. Marmite and Green Pepper
5. Sardine and Tomato Spread
6. Egg Mayonnaise
7. Chicken and Coleslaw
8. Cucumber and Paté
9. Toasted Cheese and Brown Pickle
10. Baboon and Water Lily on Rye

Compiled by P. Snout, Sandwich Editor





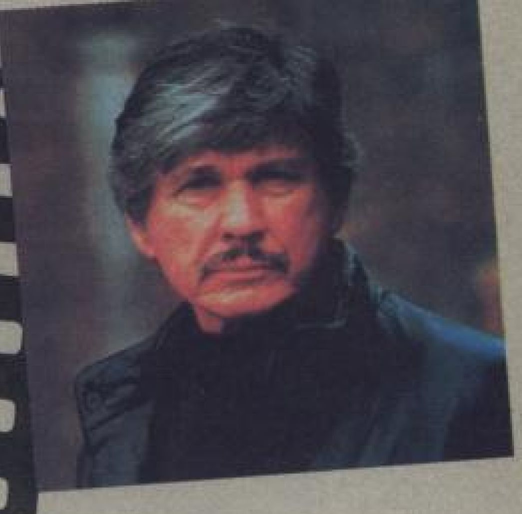
Deathwish III

Guild Home Video/cert 18

Ffft! What was that? It must be the speed that vids come out these days. It doesn't seem like two minutes ago that the movie came out, and then, fffft!, the vid's on our desk. Still, it's all good dirty fun, as Charlie Bronson (or, as all anti heroes seem to be known by their surnames at the present, just 'Bronson') splatters the punks all over the sidewalk in the cause of justice.

Bronson, who is, in fact, a not very hunky 58 year old geezer with a face like a rumpled hamster, returns to his home turf in Brooklyn, Noo Yawk (actually Lambeth in real life, our spies tell us) to find his best friend lying in a pool of ribena gasping his last. The punks that did for the old ham are a local gang, who are being rather unpleasant to everybody in the neighbourhood, including each other. Bronson wades in and blasts them all to shredded wheat, outruns teenage kids, karate chops drug-crazed loonies and generally does all the things that grandads do every day.

This *Deathwish* thing is getting a bit over the top, and the final effect of watching the movie is that it's just a reworking of some of Bronson's old westerns. Good dirty fun for all the family.



YS Shopping List

Well, that really *is* disgusting. What is this fetid object? Why a wild and yucky Slime Ball, of course. Tweak his little head and he vomits lime green slime all over your Reeboks. Fun, innit? It's vile, but we love it. If you want one just like it, slither on down to your local toy store and shell out £3.95. Boy, will you regret it! Ho ho ho.



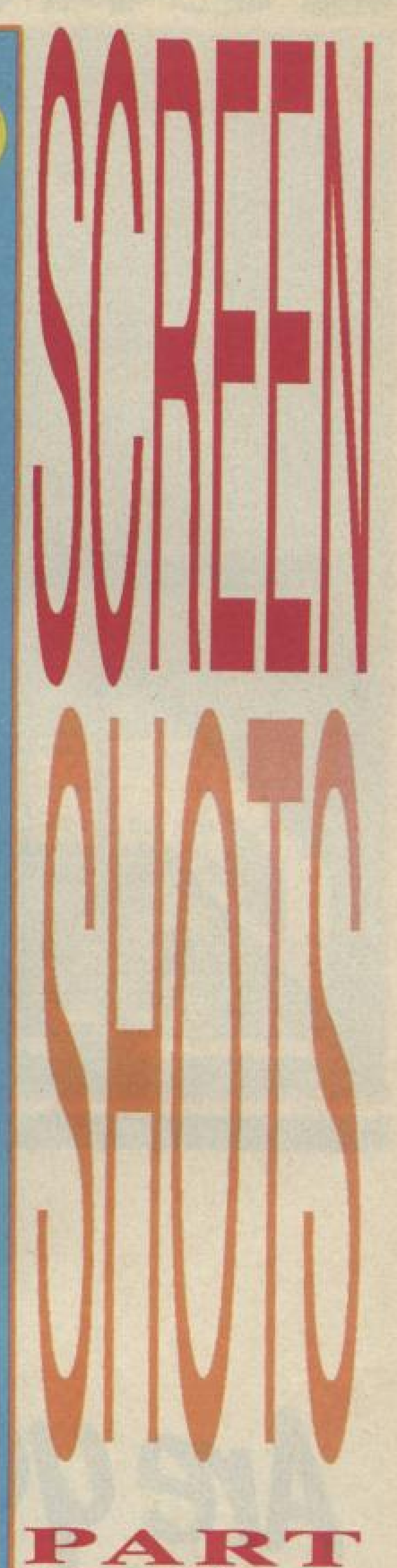
E GAMES



R-TYPE

So now you know what's mega this month. If you've got any suggestions on bits and bobs that you'd like us to feature, or you've got a chart of your own to show the world, then drop us a line to *Street Life*, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any that we publish will win a game and a *YS* badge.


DURELL
DURELL BIG 4
COMBAT LYNX
CRITICAL MASS
R.R.P. £9.95
turbo esprit
SABOTEUR!
4 Smash Hits
in one pack
for any
SPECTRUM
DURELL
JUNGLE TROUBLE!
Scuba Dive
SPECTRUM 4
NEW
Spectrum Only
£7.95
SABOTEUR II
Avenging Angel
THANATOS
DEEP STRIKE
SIGMA 7
NEW
£9.95
BIG 4 vol.II



PART TWO

STIFFLIP&Co

Palace/£9.99

Rachael "But Rachael," they said, "this isn't your sort of game!"

"Let me at it," I snarled, "I go for anything that's not floppy."

"But it calls for brains..."

"Gimme!!!"

Okay, so they may think I'm just a tottie sans gorm, but I can tell you — I'm the sort of girl who just lurves a stiff upper lip. Maybe I'm not up to text adventures (let's leave the typing to that bearded hunk Mike Gerrard), but if you can find an alternative form of input, I'm game.

Alternatives are just what *Stifflip* is all about — alternatives to traditional arcade adventuring, alter-natives to tatty presentation.

What it's all about, oh my little wobbly ones, is rubber. Count Chameleon, master of disguise, has bounced back with his Rubbertronic ray, which is strong enough to take the starch out of a trainspotter's Y-fronts.

Some time between one and two (World Wars, that is) the balloon goes up. Wing collars will take a crash dive, upper lips will droop and moral standards will slowly deflate, unless... somebody calls for the Viscount. Not the chocolate biscuit, but Viscount Sebastian Stifflip, all-round hero and general good egg.

With him are his redoubtable team of Colonel R G Bargie (whose initials were later adopted for a famous interface); Professor Braindeath, who keeps himself alive with a solar-powered toupee; and Miss Palmyra Primbottom, the chap-ess responsible for putting the gin-gan-goolie in the Girl Guides.

Action in *Stiffy* is presented in a series of frames, just like a comic strip, which peel over as the action progresses. Watching the 'page turn' is only one of the joys of the program's presentation.

Before you can investigate though there's one big problem to beat. You're all being held captive by an evil general-issimmo! How to escape his clutches? It took me a lot of brainbending until eventually the aid of Mr (my middle name's MENSA) Hughes was enrolled. Be prepared for some extremely lateral thinking.

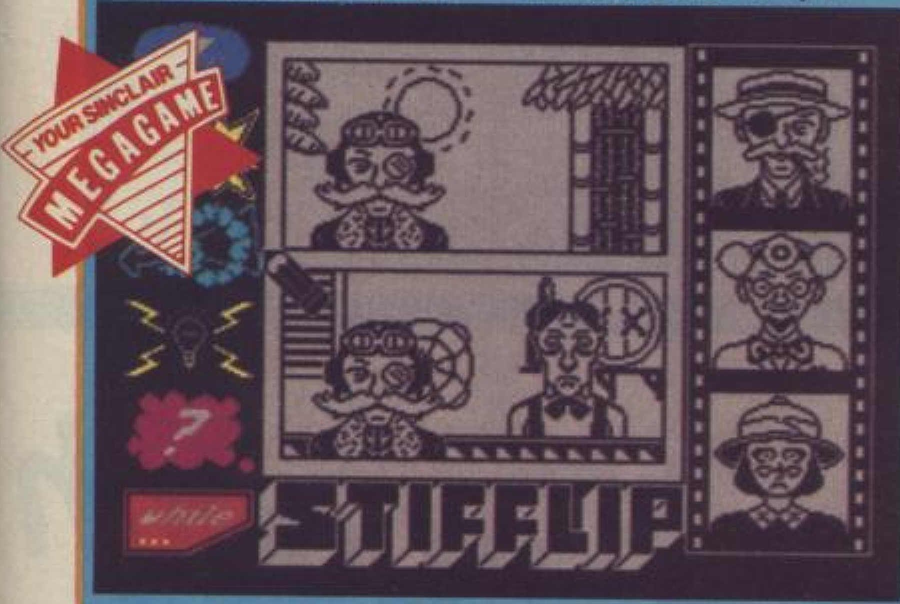
Most of your actions are easily achieved by going to the correct symbol. You want to move to the next location, for example. Choose the 'Beetle off' icon and it shows you what exits are available. Now select one with a direction key, then press fire while it's still illuminated and the picture will peel to the next frame.

You'll also find 'Chinwag' useful, as it allows you to talk to other characters, both from your team and the enemy.

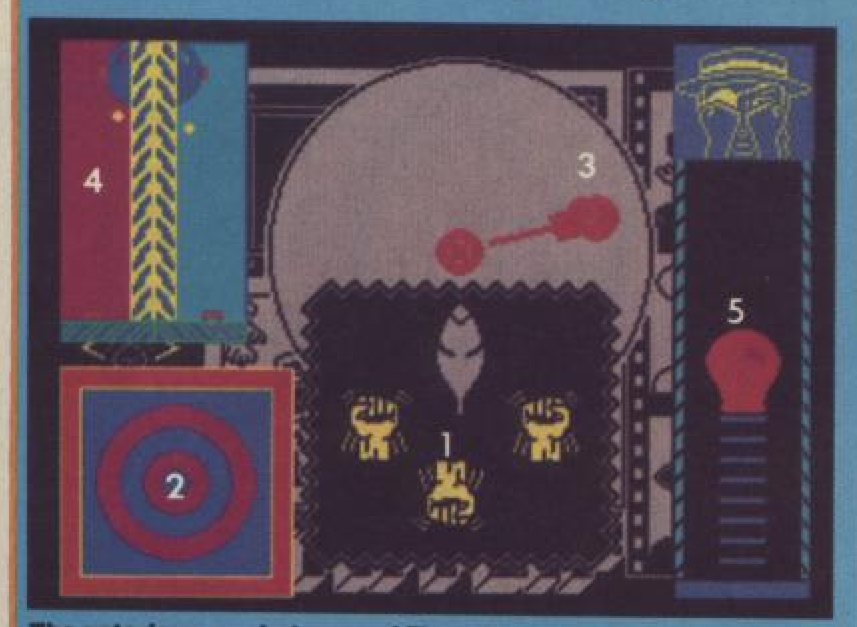
Sometimes talk just isn't enough though, and if you're faced with one of Chameleon's thugs you'll need to thump first and ask questions later. This leads to the 'Fisticuffs' screen, a sort of fairground simulation of throwing a punch which is, to say the least, tricky. This difficulty is probably the game's greatest weakness.

You can always opt for the effective but unsporting below-the-belt punch, but two or three of these and as the caption has it 'The celestial umpire' will strike. Swiping a gaucho in the googlies just ain't cricket.

Stifflip is simply superb. There's really no other adventure like it. You'll keep running into brick walls until suddenly you put two and two together and stop getting five and three-quarters (my hat size, so stop taking the pith helmet) and you're off into a whole new group of locations. This is definitely one *Stiffy* you won't want to stifle!



The main screen is simple to understand, with the current action in the bottom frame, the previous activity above. Your colleagues appear on the right, though if they're out of action they'll be behind bars, while fatalities are registered with a black cross. If you want to keep your team together you'll need to keep on switching between its members, but if not you'll be given a warning when one of them strays into danger!



The notorious combat screen! First choose the type of punch with the joystick (1), by pressing a direction then fire. The target (2) will start to spin and you have to centre the crosshair then fire to swing. The spinning fist (3) indicates the power of your punch, while you and your opponent's strengths are compared on the 'ring-the-bell' machine (4). Opponent's punching power is registered by the spring (5).

YS CLAPOMETER

Adventuring for adventurers, arcadies, anyone. Hilarious and stylish, only the too-complex combat system lets it down.

GRAPHICS	■■■■■■■■■□
PLAYABILITY	■■■■■■■■□□
VALUE FOR MONEY	■■■■■■■■■□
ADDICTIVENESS	■■■■■■■■■□
TOTAL	**9**



YS Seal Of Approval

All games reviewed in Screenshots are finished products.

THE FIFTH QUADRANT

Bubble Bus/£8.95

Tony L Space, the final frontier... After 20 years, the galactic survey vessel Orion has almost finished its long exhausting mission to map and explore the Hercules Cluster. All that's left is one small nebula. Oh well, think the robotic crew, and put themselves into suspended animation. While they lie dreaming, the principal baddies enter stage right, and take over the ship. When the crew awake, they find the entire ship reprogrammed in a strange alien tongue, and baddies — the Zimen — everywhere. The four crewmen, shagged out after their snooze, must battle against time, traverse 230 rooms, kill the baddies and repossess the ship by logging onto the ship's computer. Each robot has its separate function — captain, navigator, engineer and crewman — and different skills, which you'll find out as you play the game. There are loads of tasks to perform, most to do with the ship's computer, where the strange alien lingo has to be decoded. When one of the crew loses its energy it becomes immobilised, and it's up to the other three to save it.

It's a game of two halves (Brian), of which the first is a sub-*Knight Lore* shoot 'em up, except with infinitely feebler graphics. You switch between characters at any time, and if you find a computer, it can be ENTERED (evil *Twilight Zone*-type laugh). This second stage is a bit like the Alien game in *The Planets*, cross with *Q-Bert*. You move a cursor over various rectangles and pray that something happens. Nothing did when I tried it — I could have been changing joystick option for all I knew.

It's an odd game, really, never quite the sum of its parts. The animation's excellent, but the graphics are uninspiring and gameplay is slow. Screens are mainly monochromatic, though for each character there's a different colour. One irritation is that all the robots look the same — if it weren't for the name at the top, I'd be lost! In all, then, an average, overpriced game.

YS CLAPOMETER

Naff-ish 3-D shoot 'em up. Check first, as the lures of role-playing could prove too much for your pocket!

Graphics	■■■■■■□□□□□
Playability	■■■■■■□□□□□
Value for Money	■■■■■■□□□□□
Addictiveness	■■■■■■■□□□□

TOTAL 5

DR. DESTRUCTO



Bulldog/£1.99

Richard This is one of those games with a story behind it. In fact, just about every game on the market has a little story that goes with it. In *Dr Destructo*, you have to fly your intrepid little aeroplane through the defences surrounding the island base of the evil and eponymous Doctor, destroying his ships, aircraft carriers, oil tankers and so on.

At the same time, you have to shoot down as many of the enemy aeroplanes and helicopters as you can, while avoiding the satellites, space shuttles and other nasty things. But you couldn't do without them, because it's by shooting them down and causing them to crash onto whatever is at the bottom of the screen that you —very gradually — destroy whatever it is at the bottom of the screen. Every time a wrecked enemy plane crashes onto a ship or aircraft carrier, etc it makes a little hole. If you can get another wreck to hit the same place, the hole gets deeper. When the hole reaches the bottom of the whatever it is, a pretty little waterspout appears. Three waterspouts and the whatever it is should sink, and you go on to the next screen. Once a screen, you have a bomb, which seems to destroy a number of the building blocks the target is made up of: use it wisely — you wouldn't have thought that it was easy to miss an aircraft carrier, but I managed it.

This is a budget game, and perhaps we shouldn't expect too much from it. One the plus side, it has a certain appeal, although very little addictive quality. On the minus side, the graphics are clumsy and the game play becomes repetitive and boring... You're doing the same thing, screen after screen after screen. Just hold down the fire button and keep zooming across, if you're lucky you'll clobber enough enemy aircraft to knock holes in the target; if you're not, you'll run into something and lose a life. If you lose a life, you start again. I certainly haven't noticed any real element of skill in the game, but what the hell, it's a cheap shoot 'em up. As budget games go, OK: but only just.

YS CLAPOMETER

Cheap but less than cheerful aerial shoot 'em up with little variety or originality.

Graphics	■■■■■□□□□□
Playability	■■■■■■□□□□
Value for Money	■■■■■■□□□□
Addictiveness	■■■■□□□□□□
TOTAL	**5**

CHAMPIONSHIP BASKETBALL

Gamestar/£9.99

Gwyn Rachael says she's always in the mood for a bit of two-on-two, so I had to explain that this is four player basketball. You know, the game played by tall, athletic men with strange names like Dr Meadow-duck Raspberry, and short, weedy reviewers with hot Spectrums.

Last time Gamestar knocked us all for six with their *Baseball* simulation, and this could score even higher because the game is better known over here. So prepare to dribble (no, not down your chin, dummy) as Gwyn (Highballs) Hughes takes to the court.

If ever a game was suited to computerisation, this is it. The aim is nice and clear — get the ball into the basket — and there ain't so many men on court that you'll lose sight of the one you're controlling. Once again Gamestar have a potential winner.

There's no denying that they take amazing care with their games, but it's a pity that there are still details which slip past their defences, such as a dodgy selection of keys — this is one for the joystick team.

They do give you all the options though, offering a single player game, where your partner is computer controlled, or two player versions as team-mates, facing Spectrum opposition, or two sides of one human and a micro mate.

Almost ready to start, but not quite, because unless you're playing with a human, you need to tell your partner what strategy you want him to follow. This is rather like the formation picking that you find in American Football simulations, and gives you around seven seconds to choose from five attack patterns or four defensive.

Whatever your strategy, control couldn't be easier. Just use your joystick to steer and dodge as you weave past the opposition, then jab at fire to pass. Your partner receives the ball without it being intercepted and you run for the basket, then jab fire again and he throws it to you. Now hold fire longer so that you leap in the air, then release as you reach your zenith... and you've scored!

a good thing that the game plays so fast, because you can't change the length of the quarters, which could be a bit off-putting if you're not a devotee of the sport. A twelve-minute game would have made for a much snappier affair.

There's also a lot of potential for clever sidestepping and leaping around to deflect shots from the basket, but it's rather spoilt by the Spectrum's attribute clash. Suddenly the player you thought was on your side changes colour as he steps out of the scrum!

As with *Baseball*, your attitude to *Basketball* is going to depend on how much you like to lob balls through hoops, and whether you can find a friend to play against. The one player game may prove to have a limited life, but for two players it could prove totally addictive.



As the players return from the basket, it's time to select the next play. There's nothing to indicate which one you've chosen, so that human opponents aren't able to prejudge your strategy, and you can carry on changing your mind to the last minute. The program also comes complete with a fine selection of fouls — Rachael reckoned these were her favourite parts of the game!

YS CLAPOMETER

Clever and close simulation of a sport which lends itself to computerisation, but limited by the long game.

GRAPHICS / PLAYABILITY / VALUE FOR MONEY / ADDICTENESS

TOTAL 8

JUPITER MISSION

Code Masters/£1.99

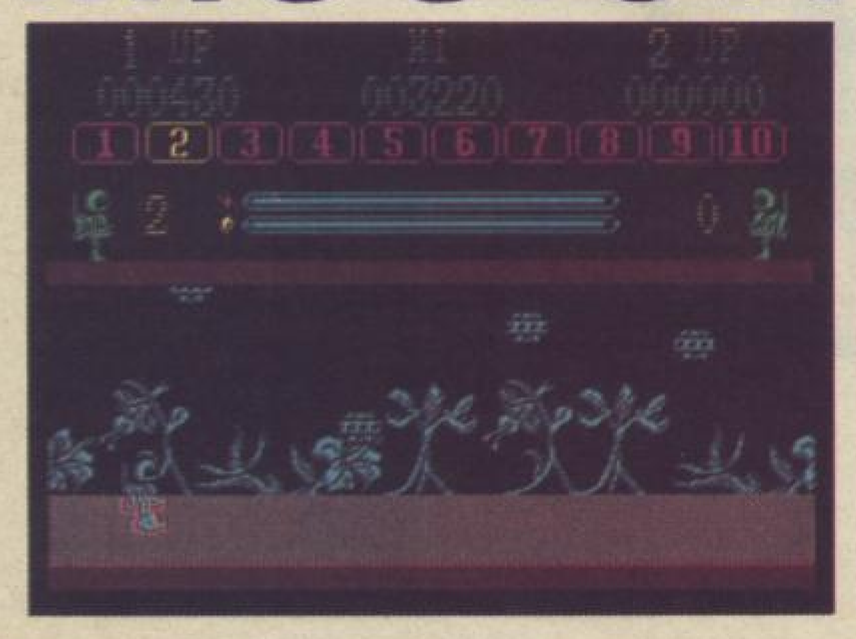
Rick For us inhabitants of the third planet from the sun, Jupiter is one of the more further flung lumps of the firmament. Beyond Uranus even. But Code Masters' zowie cheapie, wham bam shoot 'em up, *Jupiter Mission*, takes you right there.

Joystick and keyboard compatible, *Jupiter Mission* has that rare facility, the two up mode. There's no other token gesture of sophistication, though, you simply jetpack across the smoothly scrolling screen, leaping obstacles and zapping away.

You have five lives, and on the way you can pick up fuel and laser power. Their changing status is shown on screen, as well as your current score and the previous hi score. However, to get anywhere near being in the frame of fame, you must fight your way through ten levels, which requires treeeemendous if not 110% (*er, thanks Mike. Ed*) concentration.

The levels don't really get progressively difficult, it's just your trigger finger starts to wear out, there's so much mega-death to dispense. Mind you, I did find the trajectory of the bouncing balls on level 5 tricky, especially as there's some cunningly placed hurdles to negotiate at the same time.

All this takes place against a backdrop which suggests Jupiter is full of jungles and defunct sets from never broadcast episodes of *Sting Ray*. I'm afraid *Jupiter Mission* is not only cheap, it *looks* cheap, and is no addition to the galaxy of games the good ol' Speccy can disport with.



YS CLAPOMETER

There are loads of great shoot 'em ups about these days — pity this isn't one of them!

GRAPHICS / PLAYABILITY / VALUE FOR MONEY / ADDICTENESS

TOTAL 5

CONVOY RAIDER

Gremlin/£7.99

Gwyn So what does wargame mean to you? Lots of flashing squares and tartan terrain as you command forces to sweep a cursor around a map, issuing orders?

That's the traditional way the armchair generals get their jollies, learning the problems of strategy and tactics as they go.

But wargame means cult to most software houses, which is why companies better known for their arcade games issuė attempted cross-overs like this.

Now there's no need to repeat that Gremlin's action titles are great, but when it trys to popularise a genre it obviously doesn't understand, the result is a real mish-mash — something like fighting Waterloo with lasers!

Forget any real strategic decisions — this is about as taxing as *Beach Head*. It's really three mini-arcade games, all linked by a map sequence in which you set the course of your ship and patrol the coast, seeking out the enemy or returning to base for repairs. Try to avoid the shore, too, or you'll end up with a dent in your bright new battleship.



Your first encounter could be a submarine, in which case you switch to the helicopter and depth-charge game. Just in case you can't get your head round this strategy, an icon flashes to help you. You steer the tiny chopper above a slice of sea (at least that's what it looks like, with its contoured base), avoiding missiles and dropping charges.

Aircraft have to be handled by your deck guns, which duplicates the *Beach Head* tracking and elevation of shot sequences. Luckily you can put up such heavy blanket shelling that not too many planes get through. For battleships you have a stock of Exocets, which have to be stabilised as they roar to the area then visually targetted with the video screen.

So there you have your three mini-games. They're fun the first couple of times round, but there's nothing to justify the strategy tag — and little to please the arcade freak for long either. And games about Exocets may be fun if you've got a *Sun*-reader's mentality, but I reckon they're just plain tacky!

YS CLAPOMETER

Series of three interlinked mini-games disguised as an arcade wargame. Little challenge and quickly repetitive.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 6

REBEL

Virgin/£9.95

Tony W *Rebel Without A Cause* — that was heart-throb James Dean's most famous film. Now it's your turn to be a rebel *with* a cause — and that cause is to escape, of course (*Course it is. Ed!*) This time the hero is, gasp, female, and with the rather catchy name of THX 2240. Just trips off the tongue, don't it? *Rebel*, written by Gang Of Five (*Dan Dare*), tells the story of a future time when the populace is forced to earn a living working on gigantic 'agridustrial combine compounds' (down on the farm, to you and me). This futuristic version of the *Archers* is not for our heroine, oh no. She prefers the easy life. So she decides to make a bid for freedom. The only way to do this, and avoid capture by the ever-alert police surveillance patrol machine, is to steal a CCV (Crowd Control Vehicle) and head for the way out. Problem is that all of the exits she needs to get through have to be blasted down by the powerful solar beams that provide much needed sunlight during sun-free periods. To get the beam to hit the exit, mirrors have to be positioned in a number of reflector stations scattered about the area, and positioned carefully. Once the beam opens the exit then it's off to the next level.

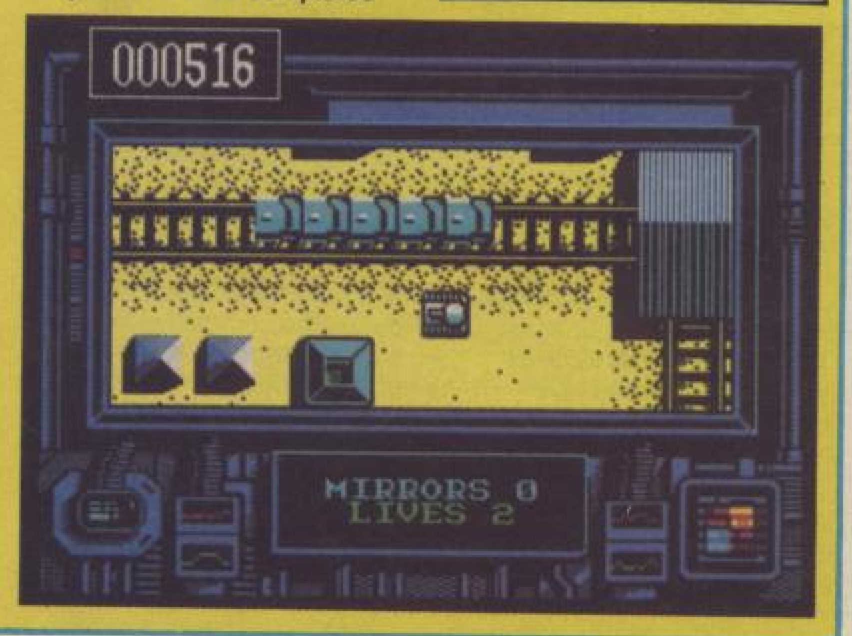
With a plot that owes a lot to *Logan's Run* and an early George Lucas film (*THX 1138*), *Rebel* can't be said to be original in story, but the game itself is rather unusual. You drive around in your 'tank', collecting or repositioning the mirrors and then hit the beam switch. If you set them right, the door opens — if not, you lose a life. A life is also lost if you hit one of the patrol squads (but as these follow set paths they are easy to avoid), or if your time runs out. The game's as simple as that. What lifts it above the mire are the excellent graphics. Everything is viewed from above, and excellent use is made of shading, and colour itself. The ground objects have a real 3-D feel to them. Scrolling is smooth, and sound FX are great. The only downer is that maybe it's a little *too* simple. When I've completed the game I may have second thoughts about going back to it!! But that aside I think that *Rebel*'s a reet good game, perfect for all those with a reflective nature.

YS CLAPOMETER

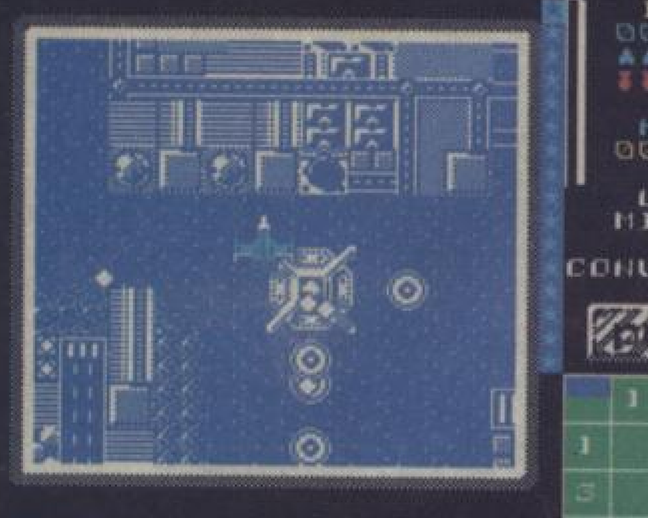
A cleverly plotted arcade adventure with a bit of strategy and a lot of terrific graphics.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7



LAST MISSION



US Gold/£8.99

Tony W How many times have you been driven from your home galaxy? I make it seven this week alone, and wouldn't you know it, along comes *Last Mission*, and I'm flung into exile again. My only chance of getting back to my own front door is single-handedly to take on the might of an all-powerful alien invading force, and obliterate the enemy stronghold. Piece of cake really!

Never to do things by halves, I arm myself with what I think is the 'ultimate' in firepower (well it said that on the packet), a jolly terrific new spacecraft thingy containing the most sophisticated weapons systems yet known to man. As long as they all go *bang* that's alright by me!

So off I trundle into outer space. Where are those enemy chappies...? Oh, here they come — dozens of little round flying things spitting fire in my direction. Cheek! I give them all a taste of my laser as I spin my ship round. Reminds me of *Asteroids* with a touch of *Xevious*, I think, (checking my data banks I see that Probe Software wrote that, too) as I dodge yet another flashing bullet. Thanks goodness the collision detection is not 100% or I'd have been pushing up the daffodils then. I just have time to check out the lie of the land. Ahhhm, pleasant colour scheme and detailed backgrounds. These aliens are artists. Whoops! No more time for sightseeing! I shot a ground object that featured on my radar as containing a new weapon, but it vanished leaving a letter. I scoop it up quickly and — wow — what's this? I now have a nifty four-way cannon. Ace! Several other letters later and my ship is now a fantastic sight. At the touch of a button I can command some well-devastating firepower. All of it only has limited life, but it's good while it lasts! Flying my ship all around the 8-way scrolling landscape I finally come up against a well-hard mothership. Blasting this with a well-aimed laser bolt, while under my protective force- field, I suddenly find myself on the next level of action. A beautiful yellow band black landscape with plenty more aliens to blast. Away we go again!

Last Mission is very addictive — a bit slow, but I must admit very enjoyable, and easy to play right from the start, and the sonics help things along, especially the boppy title tune. If this mission seems familiar, I'm told that it's a 'coin-op classic' and available down your local arcade for 20p. But do yourself a favour and join me on this home entertainment version — you'll find me stuck at the end of level two! I was never a good spaceship pilot anyway!

YS CLAPOMETER

8-way shoot 'em up set in space. A slow but very addictive conversion from the Data East coin-op.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTENESS

TOTAL 8

ORIENTAL HERO

Firebird/£1.99

Rick If you've a yen for Kung Fu combat games which are full of Eastern Promise, then perhaps you'd like to nippon down to the chip shop for a few bytes of Firebird's latest, *Oriental Hero*.

Your bruising mission is to become Supreme Oriental Combat Master, and to achieve this you'll need not only super skills, but mega stamina, as there's four rounds to fight through. You have all the usual powers, squatting, jumping, kicking and fly kicks, to be practised either on joystick or keyboard.

What's more, you'll have to have hair trigger reactions, 'cos as your ninja wanders against a gently scrolling Outer Mongolian panorama (and I always thought the Far East was Billericay), your assailants will fly at you from various angles and differing speeds and directions. And when I say your enemies are speedy, they're so preciptous, they're the kind that can hit the switch and be under the sheets before the light's gone off. So be prepared for death by a thousand cuts (and kicks and chops) before you learn to deal with your foes.

If you win your way through to the end of a round, you must defeat the combat master at the level to go on to the next. For example, you must beat the Indian Cobra at the end of round one(worth 300 points) to get to round two, and at the end of that beat the war unit (worth 400 points) and so forth. Only with the defeat of Zerwin the Magician can you claim to be a true Ninja master.

There's nothing much wrong with *Oriental Hero*, it's fast wth cheery graphics and ear thumping sound fix. But it sure lacks imagination. There's nothing new in it, and unless you're a fanatic or this is your first kung fu game, then it's probably not worth a dosh. But that certainly won't stop it being a hit!

YS CLAPOMETER

No-frills beat 'em up that adds nowt to the 8 billion previous no-frills beat 'em up. Bound to do well, though.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTENESS

TOTAL 6



REMAKE REMODEL

Those cheapie re-releases, sifted and sorted by Marcus Berkmann.

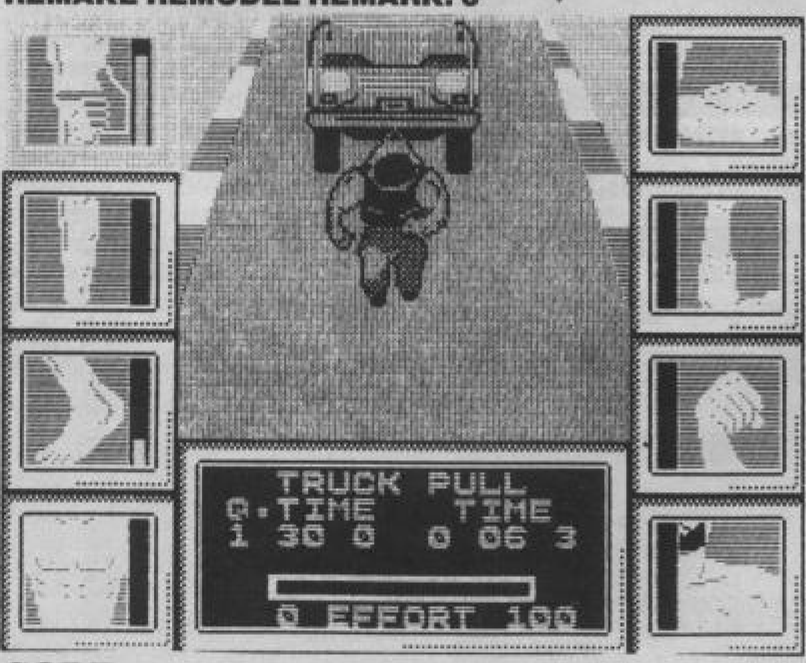
Yup, games these days are like cats — they have about nine lives. First we see them on full price labels, then they reappear on various compilations, then they're out again as cheapies. In the past *YS* hasn't taken an awful lot of notice, but there are so many now, we just can't ignore'em. So here's the first Remake Remodel, and the first person to write in and tell us what that reference is, wins three cheapies!

GEOFF CAPES STRONGMAN

Ricochet/£1.99

Muscle straining caper which originally appeared from Martech in 1985, but now turns up again on another new Mastertronic label. It's very much in the early sportsim mould — six events in which Geoff pulls trucks, chops logs, rolls cars and then relaxes with a bit of Sumo wrestling. The skill lies in allocating strength between eight muscle areas, from ankles to shoulders, but there's also some traditional joystick waggling to keep Kempston in business. It's hardly a world-beater, unlike good ol' Geoff, but it hasn't aged too badly and still plays fairly smoothly.

REMAKE REMODEL REMARK: 6



CORE

Bug-Byte/£1.99

Vast problem-solving arcade adventure which didn't make much of an impact when released last year, but may do better on Argus' cheapie label. Really it's the old story of wandering around several screens picking things up and using them in the right way, which then lets you into another labyrinth of screens, and so on. There's not an amazing variety in the graphics, or indeed the gameplay, but it's the sort of game we don't often see any more — large, challenging and complex. Not for zappers, though.

REMAKE REMODEL REMARK: 7

RIVER RAID

Firebird/£1.99

Another old Activision 'classic' disinterred for your delectation, *River Raid* is, if anything, even older than *Zenji*, and looks it. You're a fighter pilot buzzing over a river trying to destroy a series of vital enemy bridge links that are well defended by a number of BASIC 'sprites' that are supposed to look like tanks, ships and observation balloons. I can see why Activision took a while to make an impact in the Speccy market if they started with tat like this. What I can't see is why Firebird has agreed to release it again. Avoid.

REMAKE REMODEL REMARK: 4

ZENJI

Firebird/£1.99

A real rave from the grave, this one. *Zenji*'s the first of a series of old Activision games to reappear on the Firebird Silver label. It's a puzzle, in which you have to change the colour of a network of tubes by rotating the power supply and so changing the pattern. It's quite clever, but unlike the *Boulderdash* games it hasn't survived well, and now looks very shoddy indeed — white border, bog standard Speccy typescript and graphics out of the Jurassic age. Scarcely even worth the cost of the blank tape.

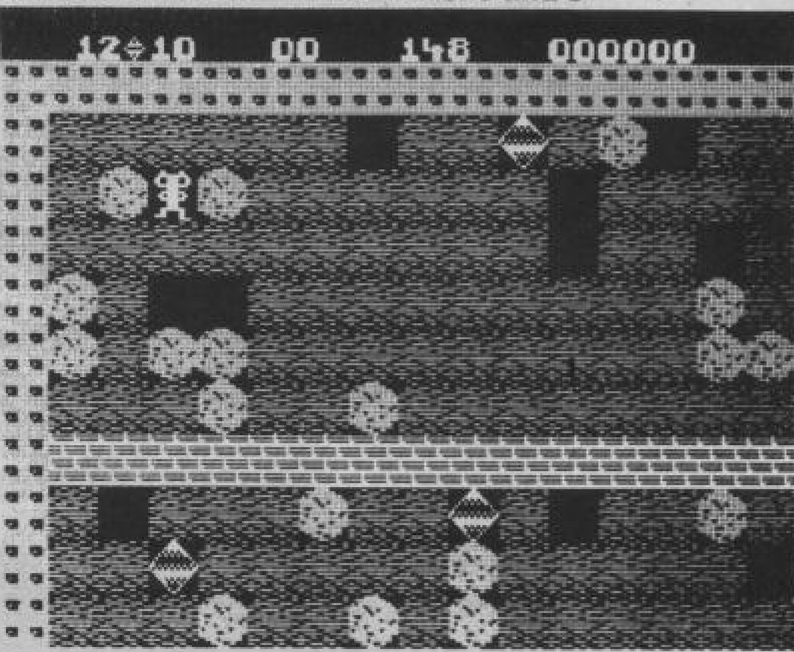
REMAKE REMODEL REMARK: 3

BOULDERDASH and BOULDERDASH II

Prism/£2.99 each

Time can be cruel to even the most innovative of games (look at *Knight Lore* or *Sabre Wulf*!), but not in the case of these marvellous First Star boulderamas. The idea's simple, the execution's brilliant. Move Rockford around the grid collecting diamonds and avoid being crushed by boulders that attempt to splatter you as you pass. You'll also have to block growing amoebas, transform butterflies and outmanoeuvre fireflies. Terminally addictive.

REMAKE REMODEL REMARKS: 8 and 8



NICK FALDO PLAYS THE OPEN

Bug-Byte/£1.99

Golf sim that predated *Leaderboard*, and as you might expect, it doesn't come close to that nifty little number, neither in graphics, gameplay or general design. That said, it's by no means a heap of biggies. You have the standard choice of clubs, and you can regulate direction and strength. You'll have wind to contend with (*That's your problem! Ed*), but your only real difficulty is putting — there's no close-up facility so it's virtually impossible to be at all accurate. Nice try, but rendered obsolete by games that have followed.

REMAKE REMODEL REMARK: 6



EDDIE KIDD'S JUMP CHALLENGE

Ricochet/£1.99

Mastertronic has signed up the whole range of Martech's old sporty licences, and this one was reviewed by us back in Feb '85. Even then we scarcely went a bundle on it, and now, well, all I can say is keep clear unless you're a big fan of Mr Kidd and always wear your 501s to the cinema. Jumping over the cars is less a matter of the right speed than making sure you go up in gear relatively smoothly, and the graphics are primitive. You'll get bored with it quicker than you'll get good at it.

REMAKE REMODEL REMARK: 4

BARGAIN SOFTWARE:

Unit 1; 1 Esmond Road; London W.4. 1BR

BUY BY PHONE
RING 01-995 2763

SAVE £2.50
SIZE WIZE – YS MAGAZINE
SINCLAIR USER CLASSIC
SPECIAL OFFER ONLY £5.45

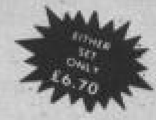
PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

SPECTRUM

	REC PRICE	OUR PRICE
BATTLESHIPS	7.95	5.75
TRANTOR	8.95	6.50
RENEGADE	7.95	5.50
BUBBLE BOBBLE	7.95	5.50
BARBARIAN	9.95	6.50
ACE II	9.95	6.50
IMPLOSSION	9.95	6.50
RINEWORLD	9.95	6.50
BANGKOK KNIGHTS	7.95	5.50
JACK THE NIPPER II	7.95	5.70
WORLD CLASS LEADERBOARD	8.95	6.50
GAME OVER	7.95	5.50
SOLOMON'S KEY	7.95	5.75
GUNSHIP	9.95	6.50
WIZBALL	7.95	5.50
FLUNKY	8.95	6.50
LAST MISSION	9.95	6.50
BATTLE FOR GUADALCANAL	9.95	6.95
STAR PAWS	5.95	4.50
INDIANA JONES	8.95	6.50
CALIFORNIA GAMES	8.95	6.75
MASK	7.95	5.50
TAI-PAN	7.95	5.50
REBEL	9.95	6.75
ARMAGEDDON MAN	12.95	9.99
STARFOX	8.95	6.25
F-15 STRIKE EAGLE	9.95	6.50
ROAD RUNNER	8.95	6.50
TANK	7.95	5.50
MERCENARY	9.95	6.50
CONVOY RAIDER	7.95	5.50
SURVIVOR	9.95	6.50
EXOLON	7.95	5.50
MYSTERY OF THE NILE	7.95	5.50
ARKANOID	7.95	5.50
SLAP FIGHT	7.95	5.50
MAG MAX	7.95	5.50
ARMY MOVES	7.95	5.50
BRIDE OF FRANKENSTEIN	8.95	6.25
CHAMPIONSHIP FOOTBALL	8.95	6.25
PROHIMITION	7.95	5.50
CATCH 23	8.95	6.25
MICRONAUT 1	9.95	6.50
CHALLENGE OF THE GOBOTS	8.95	6.25
JAMES BOND "LIVING DAYLIGHTS"	9.95	6.50
BLACK MAGIC	8.95	6.50
RE-BOUNDER	8.95	6.50
HIGHFRONTIER	8.95	6.50
TIBET	7.95	5.75
LAST NINJA	8.95	6.25
HEAD OVER HEELS	7.95	5.50
HYDROFOOL	7.95	5.50
WONDERBOY	9.95	6.50
QUARTET	9.95	6.50
METROCROSS	8.95	6.50
LEADERBOARD TOURNAMENT	4.99	4.99
ELITE	9.95	6.50
AVENGING ANGEL	7.95	5.50
BOMBJACK II + BOMBJACK	7.95	5.75
PROFESSIONAL ADV. WRITER	22.95	17.95
NINJA HAMPSTER	7.95	5.50
PAPERBOY	7.95	5.75
ENDURO TRACER	9.95	6.75
GAUNTLET	8.95	6.50
DEEPER DUNGEONS (GAUNTLET II)	4.99	4.99
ACADEMY	8.95	6.25
NEMESIS (THE FINAL CHALLENGE)	7.95	5.50
DOC THE DESTROYER	7.95	5.50
SWORD OF THE SAMURI	8.99	6.50
SLAPFIGHT	7.95	5.50

SOLD A MILLION
SABRE WOLF
DALEY'S DECATHLON
JET SET WILLY
SPY HUNTER



CLASSIX 1
BOBBY BEARING
BRIAN BLOOD AXE
THAT'S THE SPIRIT
PSYTRAXX
STAR BIKE

FIVE STAR 2
DANDY
COLDRUN 2
QUADZATRON
ALIEN HIGHWAY
STRIKE FORCE COBRA



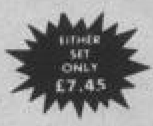
FIVE STAR
ZOIDS
EQUINOX
3 WEEKS IN PARADISE
BACK TO SKOOL
SPINDIZZY

STAR GAMES
BARRY McGUIGAN
WAY OF THE TIGER
BEACH HEAD II
RESCUE FROM FRACTULAS



KONAMIS COIN OP HITS
HYPERSPORTS
PING PONG
YIE AR KUNG FU
MIKIE; GREEN BERET

DURELL BIG 4
COMBAT LYNX
SABATEUR
CRITICAL MASS
TURBO ESPRIT



HIT PACK 2
SCOOBY DOO
FIGHTING WARRIOR
1942
SACRED ARMOUR OF ANTIRIAD
JET SET WILLY 2
SPLIT PERSONALITIES
DUET

PUZZLE PACK
JIGSAW
DIMENSION DISTR
REFLECTIONS
SPECTRUM CHESS
3D QUADCUBE



HOTSHOTS
GYRON
FIGHTING WARRIOR
SHADOW FIRE
MIND SHADOW
ROAD RACER

SOLD A MILLION VOL 3
FIGHTER PILOT
RAMBO
KUNG FU MASTER
GHOSTBUSTERS



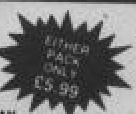
HIT PAK
BOMB JACK
COMMANDO
F. BRUNO BOXING
AIRWOLF

CLASSIC COLLECTION
STAINLESS STEAL
FROST BYTE
BATTLE OF THE PLANETS
PYJAMARAMA



HIT PACK TRIO
GREAT GURIANOS
AIRWOLF 2
3DC

SPORTS PACK
SNOOKER
ON THE OCHE (DARTS)
WORLD CUP FOOTBALL
OLYMPIC
ST ANDREWS GOLF; DERBY DAY



MEGA HITS
30 STARSTRIKE; BLUE THUNDER
SON OF BLAGGER; AUTOMANIA
BUGABOO; PSYTRO
WHEELIE; FALL GUY
BLADE ALLEY; PENEYTRATOR

SUPER BARGAINS*

	REC PRICE	OUR PRICE
SILENT SERVICE	9.95	4.99
FAIRLIGHT II (48K + 128K)	9.95	4.99
THEATRE EUROPE	9.95	4.99
DRUID	7.95	3.99
HI-JACK	7.95	2.99
BARRY McGUIGAN'S BOXING (128K)	10.99	3.99
DANDY	7.95	3.99
URIDIUM	7.95	3.99
INVADERS	6.95	0.99
PROJECT FUTURE	7.95	1.50
BATTLE OF BRITAIN	9.95	4.99
BATTLE FOR MIDWAY	9.95	4.99
HACKER (128K + 48K)	9.95	2.99
WAY OF THE TIGER	9.95	3.99
SNOOKER	7.95	1.99
MAX HEADROOM	9.95	3.99
ACE	9.95	3.99
XEVIOUS	8.99	3.99
ACROJET	9.95	4.99
SUPER SOCCER	7.95	4.99
SUPER BOWL	9.95	3.99
DAN DARE	9.95	3.99
MASTER OF THE UNIVERSE	8.99	2.99
AFTER SHOCK	9.95	2.99
W.A.R.	7.95	2.99
INFLITRATOR	8.99	3.99
LEONARDO	9.95	2.99
SCREEN MACHINE	9.95	2.99
ZOIDS	8.95	1.99
LORD OF THE RINGS	15.95	7.50
SHADOW OF THE UNICORN	15.95	3.99
KRAKOUT	8.95	3.99
DRAGON'S LAIR	9.95	3.99
CONTACT SAM CRUISE	7.95	2.99
SWORD & SORCERY	9.95	2.99
THE FINAL MATRIX	8.99	3.99
WAY OF THE EXPLODING FIST	8.99	2.50
EDDIE KIDD'S JUMP CHALLENGE	7.95	1.99
BRIAN JACK'S SUPERSTAR CHALLENGE	7.95	1.99
TINDERBOX	4.99	1.50
SABRE WULF	9.95	1.99
MANIC MINER	7.95	2.99
3 WEEKS IN PARADISE	9.95	3.99
MANTRON IX	8.99	1.99
POLE POSITION	7.95	2.99
EQUINOX	9.95	3.99
DEFENDA	7.95	1.50
STAINLESS STEEL	8.95	3.99
BATMAN	7.95	4.99
EUREKA	14.95	3.99
BLOOD & GUTS (QUICKSILVA)	7.95	1.50
COMET GAME	7.99	1.50
GHOSTBUSTERS	10.99	3.99
FAIRLIGHT	9.95	4.99
RASPUTIN (128K)	9.95	2.99
ROBIN OF SHERLOCK	8.95	3.99
TOY BIZARRE	8.95	2.99
ZENJI	8.99	1.99
ALCHEMIST	7.95	0.99
REVOLUTION	8.99	2.99
STRANGELOOP	7.95	1.99
FIRELORD	8.95	2.99
CITY SLICKER	8.95	2.99
TECHNICIAN TED (128K)	9.99	3.99
PYRACURSE	9.95	2.99
IMPOSSABALL	8.95	2.99
GLADIATOR (128K)	10.99	2.99
FOOTBALL MANAGER	8.95	2.99
STRIKE FORCE COBRA	9.95	3.99
TARZAN	8.95	2.99

* While stocks last

BARGAIN SOFTWARE ORDER FORM

YOUR SINCLAIR/OCT ISSUE

Please send me the following titles. BLOCK capitals please!

Type of computer ______________________

Title:—	Amount
Total Enclosed £	

Date ....

Name ....

Address ....

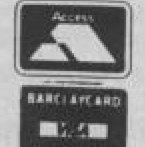
....

....

....

Tel. No. ....





Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**
Prices include P&P within the U.K: Europe please add £0.75 per tape:
Elsewhere please add £1.00 extra per tape

SATCOM

Atlantic/£1.99

Tony W This looks like a job for the *Star Cops*. (*As long as we can keep Justin Hayward out of this please. Ed*) A rogue megacomputer, out to do a bit of dirty, has plugged into a US laser-armed satellite and has been taking the odd potshot at passing friendly satellites. This is rightly upsetting a few groundsiders on Earth and the call has gone out for someone to trigger the auto-destruct mechanism inside the computer. But how? Computer hackers are the answer, and as you are the best you decide to help out a bit. Armed with a single telephone number you dial into the action.

Yes, *Satcom* is another game designed to inspire no confidence whatsoever in Pres Raygun's 'Star Wars' programme, but the basic game's about hacking and number guessing. *Satcom* is really just a cleaned-up version of *Supercom*, also from Atlantic, but it plays faster, there are snappy icons instead of text, and it's nowhere near as hard. The basic is to work out the secret codes via your data anaylser and a little guess work. The codes are not given in full, but you do get clues such as whether the figures are odd or even, and it's up to you to work out which they are. There's also a bit of guesswork needed when you're using or finding the telephone numbers and other bits of info. Overall, though, nothing too tricky this time round.

Graphics and response are adequate although the game's still a little slow for my liking. It should appeal to younger gamestars — and could help children with their number identification powers — but older hackers should enjoy it as well (I did!). *Satcom* is a good value little number with much addictiveness if you can stick with it, but if you already have *Supercom* you may not want another.

YS CLAPOMETER

***A great little hacking game — a fine follow-up to the excellent* Supercom.**

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

TOTAL 7

SURVIVOR

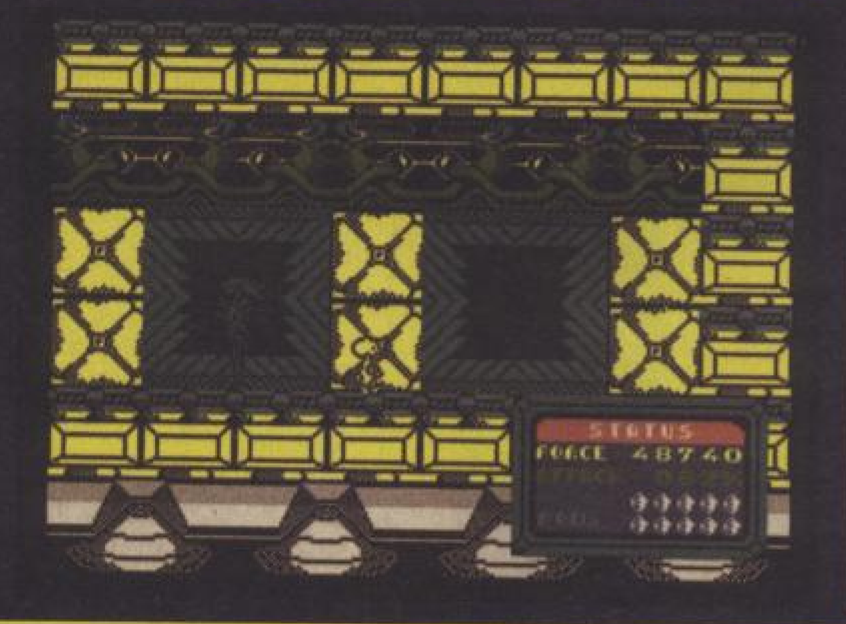
US Gold/£8.99

Marcus One fascinating development of the last few months has been the sudden emergence of Spanish software houses as a force to be reckoned with. Ocean signed up Dinamic, whose *Army Moves* and *Game Over* have already made quite an impression. Alligata nabbed Opera Soft and released *Livingstone I Presume*. Now it's US Gold's turn — Topo Soft is the latest bunch of Manuels to be given UK distribution, and *Survivor* is the company's first game to hit the shelves.

Wossit like? Well, not unlike *Army Moves*, *Game Over* and *Livingstone I Presume*, to be frank (*I thought you were Marcus. Ed*). The Spanish have already developed an easily recognisable style in their Spectrum games, one that pushes the machine to its limit in terms of graphics and size, but which in my opinion is less convincing on the ol' gameplay front.

In *Survivor* you play an Alien — capital A because you look very similar to the slithery funster who munches through so many innocents in the fillums of the same name. Your object is to perpetuate the race by insinuating ten pods that you have lying about your person into incubators that can be found all over the ship. It's a big ship — 142 screens divided into four zones, each of several levels, that you move between via a network of lifts. Levels are connected by doors and air vents that are not immediately obvious. Nasties patrol the maze, and unfortunately the only weapon you have to dispatch them is your saliva — which just happens to be sulphuric acid. You can spit this about if you like, but it's hard to aim and always ends up hitting some totally harmless alien which then rears up and attacks you. Energy dribbles away constantly — more quickly if you insist on hitting things. The only ways of replenishing it are to drop a pod in an incubator or to nosh on one of the little engineers who wanders around, seemingly waiting to be noshed. (This is a particularly gruesome and entertaining graphic, as your alien devours his snack.)

As you can see from the screenshot, the graphics are lovely — large, colourful and detailed. Considering this, the game's not as slow as it might be. Even so, gameplay is monotonous and hardly subtle. Too often you find yourself having to judge a jump to the last pixel, and although there's loads to map, it all looks much the same. Air vents are fun, but as soon as you get to level 2 you get killed by all the millions of patrolling nasties, so what's the point?



Comparisons? Well, *Alien's* an obvious one, if only for the design of the main sprite. The platform screens are like *Underwurlde*, but harder and duller. And the graphics are very much in the style of *Game Over* and those other Iberian spectaculars — everything huge and attribute problems ignored.

Not that these are bad pedigrees, but I still thought *Survivor* a failure. Perhaps it's because there's no coherent character to the game, nothing special or unusual about it, just too many ideas half-inched from other games and cobbled together randomly. There's nothing here to suggest that *Survivor's* a survivor.

YS CLAPOMETER

Beautifully colourful maze shoot 'em up which fails badly on the gameplay front. Seriously unaddictive.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTENESS

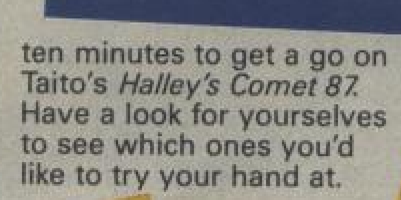
TOTAL 6

Peter Shaw turns camper and checks out the coin-ops at Somerwest World, Minehead and has a lorra, lorra fun!

S·L·O·T·S O·F FUN

Hi de hi! Hello campers — it's me again. It shouldn't take an Einstein to realise that I'm deep amongst the Red Coats, playing bingo, entering Glam Gran contests and getting all the latest gen on the Butlins' coin-ops. I really get the worst jobs, don't I?

Anyway, once I'd torn myself away from the donkeys and dodgems, I found to my surprise that Butlins was really quite up to date on the arcade front. A big shock was finding Sega's De-luxe *Out Run* machine tucked away in the Carousel arcade on the complex, accompanied by new games like Atari's *Road Blasters* and Capcom's *Bionic Commandos*. But the best game around has to be Atari's skateboarding screamer, *720°* — I played it for hours. Irem's *R-Type* also proved to be pretty popular with the coin-op campers, and I had to wait ten minutes to get a go on Taito's *Halley's Comet 87*. Have a look for yourselves to see which ones you'd like to try your hand at.







R-Type

Zap, pow, wham, boom, way-hey! Here comes another fast action space shoot 'em up and I don't think it'll be long before this finds itself on the Speccy. Unlike most shoot 'em ups Irem's *R-Type* doesn't have clear cut barriers between levels of play — the backgrounds and aliens just change gradually.

Starting off on the planet's surface, your craft travels along shooting at anything that moves. Occasionally, you'll find aliens who deposit some goodies in their wake — make sure you collect these 'cos they increase your armaments. Back on the planet, you'll soon encounter the back end of a space ship, and it's inside here that the real game takes place. From here on in the nasties take more and more blasts to knock out, so that extra fire-power you picked up (didn't you?) becomes essential rather than an added extra.

The later levels — okay, the ones I managed to reach — look very much like a single screen Darius with graphics that require a 'not for the squeamish' notice. *R-Type* will set you back 30p a game, or 50p for two — grab a handful of change and give it a go.

Halley's Comet '87



Your mission is clear! Earth is in danger from Halley's Comet which is rushing towards it on a collision course. Your mission is to take a craft up to the fireball and destroy it first.

Up at the right hand side of the screen there's a gauge showing you just how close you are to the comet and how much of a pounding the Earth's already suffered. You fly a path up the centre of the screen, shooting everything in your way. On your journey you'll also come across small planets which you can ignore, but shooting them may reap you a fine reward like extra fire-power or speed.

Halfway up you'll come face to face with a huge space ship that you just have to shoot to smithereens. It takes a hell of a bashing so you're gonna need that extra fire-power. Don't ask me what to do when you finally get to the comet 'cos I got wiped off the face of space before I reached there.

Halley's Comet is 20p a shot, or seven games for £1.



Sauro

Imagine an underwater world where everybody seems to have got it in for you. This is Irem's *Sauro*.

In the first level you're attacked by overhead planes, warships, mines and deep sea cannons, which ain't *too* bad if you can avoid the missiles that fly in every direction. Oh, as well as dodging all the wreckage of the warships as they sink to the sea bed. The second level is nothing other than impossible. Not only do you have to complete a slalom through the caverns, but you also have to fight off the falling stalagtites and some particularly nasty nasties. 30p will give you a game.

Extermination



This new Taito shoot 'em up follows the well tried and tested vertical scrolling formula, but with some interesting twists. It's best played as a two player game, where you play with a friend against all the baddies, as in *Gauntlet*. You progress upwards through a landscape of rocks and trees, to be confronted by rank after rank of disgusting and colourful alien monsters. After each wave there's a megamonster, made up of many interlinked sprites, which takes a lot of hits (just keep blasting!) to destroy. Another interesting point about the game is the underground caverns which you can enter when you find the secret entrances. You uncover the entrances by blasting the huge rocks which cover the surface of the planet, and then you and your buddy can go underground to shoot for some extra points. If this isn't the fastest two player game on four rubber feet, I'm Johnny Morris!

MINEHEAD CAMPERS

After the 'family entertainment' I'd enjoyed at Butlins, there was nothing for it but to drag off a few unsuspecting campers and get 'em to spill the beans on their fave arcade games.



Tracey Bullough from **Durham**, age **19**. "My favourite game is *Gauntlet* — I've managed about 1½ million on it. Okay, so it ain't much, but I'm not that talented! I think the best sound I've heard on an arcade machine has got to be on *Gyrus*. Nothing has bettered it so far."

Helen Garner from **Ellesmere Port**, age **21**. "I've got a Commodore 64 (sorry) and my fave arcade game is *PacLand*. I spend about 10 quid every time I walk into an arcade hall! The best graphics I've seen are on *Out Run*, though I can't get past stage 2."





Max, age **25**, from **Minehead**. "My favourite game? *Kick And Run*, of course. There's a machine in the Wessex Rooms that I put about £15 a week into. I mean, what more could you possibly need — brill graphics, great sound and it's a football game."

Brent Castle from **Minehead**, aged **19**. "I just love *720°*, which I've got four gold medals, two silvers and a raspberry on. I've got a Speccy 128, and yes, I do read *YS*. I visit the arcades quite a lot during the holiday season, which is the only time anything's open!"





720°

Atari's flash skateboarding game, *720°*, is, to say the least, well-smart. The machine has two speakers sitting on top which make it look like a huge ghettoblaster and its overall shape is very unique.

The game's set in a small American town where street cred depends on your ability to skateboard (a bit like Milton Keynes). There are four skate parks which you must visit one by one to earn yourself points — and you know what more points mean. Yes, prizes! Your achievements on the wheelie board will get you either a gold medal, silver medal, bronze medal or zilch! There's also prize money involved which you can use to upgrade your board and buy helmets, pads and so on.

On the Downhill park you must be able to skate downhill at the speed of light, changing direction without going A over T. At the Jump park things get a bit more hectic — whilst still skating downhill and changing direction you must jump over water traps and land on the targets.

The Slalom park is as the name suggests — a slalom where you must negotiate your way through the course. And finally there's the Ramp park. Here you find yourself in a U-shaped ramp performing jumping tricks.

You'll discover very early on in play that points are extremely important 'cos, though you begin the game with two park tickets, you'll have to reach certain goals to get others to allow you access to the parks. And it ain't easy either, specially since there's a time limit. If you don't get into a park before the time's up a swarm of bees will chase you.

In Minehead a single game on *720°* cost 20p. 50p gets you three games and £1 buys you 7½ games.

ARCADE NEWS

The biggest news this month has got to be the release of the *Midnight Landing* from Taito.

Measuring up at a massive ten foot by four, this aircraft simulator is nothing short of the real thing.

In play you'll find yourself locked inside the thing, so all you can see is the simulated world that's created by the machine. You can choose the type of plane you'd like to fly, so if you've always wanted to crash a jumbo jet now's your chance! You also have the choice of eight cities in which you can land. Of course, it's better if you set down in the vicinity of the airport, but if you're anything like our T'zer keep away from the built-up areas.

Once in the machine you can check out the instructions, and now's the time you should check everything's as it should be — you know, the wings are the right way up, the engines are pointing the right way and you're sitting in the right place — i.e. at the front. The sheer size of *Midnight Landing* may well restrict the number of arcades it can be placed in, but if you get the chance, have a go.

Bally hasn't been sitting back on its laurels this month, either. First up comes *Street Football* under the Sente banner, heralded as 'the game you all used to play as kids'. Play is much the same as any other football game except for the addition of a few hazards including cars, dogs, manhole covers and that all-important paperboy.

The second of Bally's new titles is *Rescue Raider* from Midway House. Here you must run about shooting just about everything hostile and capturing hostages. Rambo eat your heart out, eh? *Rescue Raider* is available as one of those slot-in kit things, so your local arcade is bound to have one 'cos it's the most cost-effective way to get in new games. Which is how Bally and Mastertronic are hoping to get high scores with their *Super Systems* and *Arcadia* games, both are simply slot-in, slot-out with all the expensive hardware already on board.

The last new release this month comes from a company that I haven't heard of before — the SNK Group. Maybe it's been saving itself for this new game *Psycho Soldier*. It claims it's got 'real music', but whether this means there'll be a three-piece band sitting on the back of the machine is doubtful. The rough idea behind the game is that some long term enemies have broken a seal of sorts, leaving the world in darkness. It's your job to bring light back to the planet in order to complete the game. I'd have thought it'd be easier to nip down the local shop and buy a 100W bulb!

And news of arcade games that'll soon be making an appearance on the Speccy. Ocean has picked up the licence to *Combat School* (reviewed last iss), and *Gryzor* should be appearing in the very near future, too. US Gold have three arcade releases planned for the next couple of months, namely, *Last Mission*, *Solomon's Key* and *Rygar*. If you're a motorbike freak and enjoyed *Enduro Racer*, you'll be pleased to hear that Activision has secured the licence to *Super Hang On*, though quite how it's going to recreate the feeling of sitting in the saddle I'm not sure.

Well, I've got to dash now 'cos I've just heard I'm a runner-up in the knobbly knees contest, but I'll be catching you down in Blackpool next month.

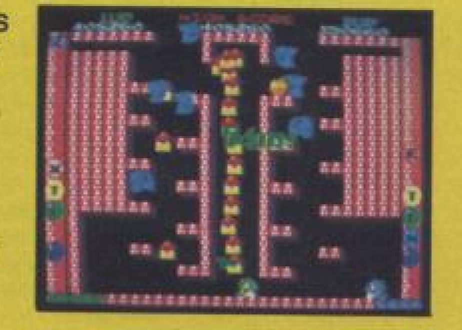


Solomon's Key

BUBBLE BOBBLE™

From Taito, the masters of arcade entertainment 'BUBBLE BOBBLE'





Blow and bounce and bob your way into oblivion in this incredible conversion of the greatest arcade game of the year...
Bubble Bobble will blast your brains and bruise your senses...:
Baffle yourself...buy Bubble Bobble

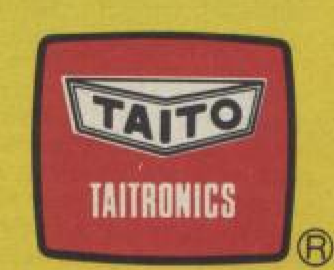
Spectrum **£7.95** *Commodore & Amstrad cassette* **£8.95** *Commodore disk* **£12.95** *Amstrad disc* **£14.95**, *and for the Atari ST* **£19.95**



®

FIREBIRD

Firebird Software, First Floor, 64-76 New Oxford St., London WC1A 1PS.



®



TEN GOOD* REASONS WHY YOU SHOULD GET A *YS* SUB.

1. *Your Sinclair* is skill!



2. New subscribers get a brand new Ocean/Imagine game absolutely FREE!

3. Subscribers don't pay a penny more for any cover-mounted games. In the next six months we'll be offering all manner of freebies with the mag. There'll also be two complete Ocean and Gremlin games before February — subscribe now and you won't have to pay the extra 50 pence cover price!

4. A YS Subscription costs less than a return ticket from London to Walsall and is a damn sight more fun. (Only £15.)

5. Keith Chegwin hasn't got one.

6. All subscribers automatically become a member of the YS Subs Club entitling them to the monthly Subs Club newsletter written by the infamous Mike Gerrard.

7. Each issue is packed with games reviews, compos, previews, maps, hints 'n' tips, adventures, news, special offers, features, posters and cartoons.

8. *Sinclair User.*

9. Overseas readers will only receive cover-mounted tapes and gifts if they subscribe.

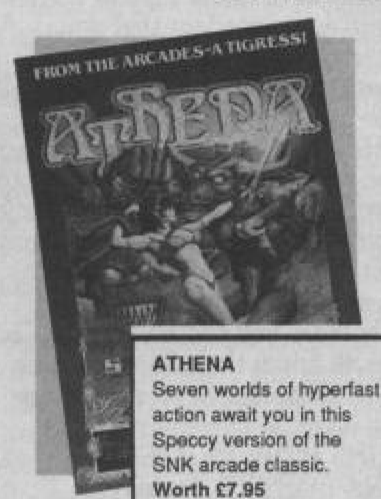
10. Anyone without a subscription is a plonker.

There are at least another 200,000,000,000 billion reasons, but we couldn't fit 'em in. For only 15 smackers you can have 12 glistening issues of *Your Sinclair* and the *YS* Subs Club Newsletter plus a fabulous new Ocean/Imagine game absolutely FREE! Do yourself a favour and take out a subscription to *YS* — NOW!

***And a few fairly dodgy ones.**

FREE GAME!

PICK ANY ONE OF THESE TRIFFIC NEW OCEAN/IMAGINE GAMES — FREE WHEN YOU SUBSCRIBE TO *YS*!



ATHENA
Seven worlds of hyperfast action await you in this Speccy version of the SNK arcade classic.
Worth £7.95



GAME OVER
The latest challenge from Spanish softwarers Dinamic, creators of the reet tricky *Army Moves.*
Worth £7.95



RENEGADE
It's tough on the streets in Imagine's latest bloodspatterin' coin-op conversion!
Worth £7.95



FREDDY HARDEST
He's the hardest man in Spain in Dinamic's latest- but is it their hardest game?Try it and see!
Worth £7.95

YOUR SINCLAIR SUBS

How can I refuse this amazing offer. Please start my subscription to *YS* from the.....................................issue.

Please tick the appropriate box:

☐ One year £15 UK

☐ One year £20 Europe and Eire

☐ One year £25 rest of known cosmos. (Unknown cosmos, rates on application.)

NOTE: This offer applies to overseas readers too!

The free Ocean/Imagine game I'd like is:

☐ **Game Over**
☐ **Renegade**
☐ **Athena**
☐ **Freddy Hardest**

Your free game will be sent separately from your first copy of YS. Because these are all brand new games, we can't put a date on when they'll arrive. Please be patient.

I enclose my cheque/postal order for £...................... made payable to Dennis Publishing Ltd.

☐ Please charge my Access/Visa/American Express/Diners/Mastercharge card number ....

(Delete where applicable)

Signature ....

Name ....

Address....................

....

....

Now send the completed form with payment or credit card number to:
Your Sinclair Subs, 14 Rathbone Place, London W1P 1DE. If you don't want to cut up your magazine, use a photocopy of this coupon.

OFFICE USE ONLY

SPY * *

Start 1 1 1 1 End

Rate ✓✓

C9999 D D M M Y Y

YS Advent



A quick tip from **J Creighton** of Haverhill to start with, on a game not often mentioned, which is why I'm mentioning it, and that's *Mr McKenzie* from Software Projects. The tip? EWOKS RULE OK. Means nothing to me, but what's new about that? And who says the Scots are mean? Not me, for one, as I've been sent too many solutions from north of the border to believe that old story. And thanks to **Angus Northcott** of Midlothian for another one, on *Dracula*, even though **John Barnsley** beat you to it and his solution has been serialised in these very pages.

Definitely the first person in with tips on *Shadows Of Mordor* is **Steven Conibear** of Birmingham. Watch for where Smeagol goes most often then GNIR RAEW and TIAW and EPOR YERG HTIW LOGAEMS EIT. Then when he asks you to MIH EITNU say "No" till he makes a ESIMORP. Then say ESIMORP yourself before you EPOR EITNU. If you need a branch: DROWS HTIW EERT TUC and to move a rock: HCNARB HTIW REVEL.

And probably almost certainly definitely the first to complete *The Big Sleaze* is **Peter Bates** of Leeds who finished it on 3rd June, before it was even released! This amazing feat was possible because Peter got a review copy of the game through a fanzine he writes for, so he says he won't claim the honour of being the 'true' first person to complete the game. How noble of you, Peter, and thanks for the tips! To open the safe ELOHYEK NI ETIMANYD TRESNI. If you don't want to read backwards and just want a hint then the pig's bottom is a clue! At Joe's Diner: TELIOT NI LLAW ENIMAXE. To decode the note just ETON EDOCED! In the library: SGNIHT REPSIHW YLNO.

Peter saw that lots of people were stuck in *Necris Dome* so he went out and bought a copy. His verdict? "Written on the *GAC* (written poorly as well) with incredibly boring repetitive graphics. I got to the end and still only scored 12%!"

Politer comments about Atlantis's *Supercom* from **Robert Morgan** of Glasgow, who'd like to thank the **Kind Souls** who came to his rescue on that one. "It only costs £1.99," he says, "and is one of the better games I've played." To find the level 2 code on that one is a complicated business, so this one is definitely being written in a forwards direction. "First take a note of the three characters supplied from TELSTAR when you enter the Armageddon computer serial number," says Robert. "These are the first three of the level 2 code. Next are the first three characters of the *real* engine number, which you get when you call UK Data, and the last three are the first three of the paint number of the car which you find when you call FALCON. I know it sounds complicated but it does make more sense when you're actually playing the game." I should hope so, Robert!

Next we have a POKE from Penryn, from **Andrew Thomas**, 44 Saracen Crescent, Penryn, Cornwall TR10 8PT. Andrew says this one definitely works using Multiface One but doesn't know whether it can be integrated into the loader. It's for Part Two of *The Boggit* and if you want to stop the goblins throwing you in the dungeon when you've just escaped then POKE 17307,0.

Barrie Bishop's having trouble in *Adventureland*, trying to find the last two treasures. To help with the ones you haven't got, you should rub the lamp once in the maze and then a second time elsewhere, but turn it off first and only rub it twice.

Steve Clayton of Southend-on-Sea asks if I've ever considered a telephone helpline, maybe for just a couple of hours a week, as having to wait for a reply in the post is sometimes frustrating. Yes I've considered it, Steve, for about 0.00001 of a second. I'm afraid tying up a telephone line and someone's time at a set time every week is just not possible in a busy magazine office, where chaos rules. As for your suggestion that **Kind Souls** might give their phone numbers, I received a letter from **Hugh Walker** a few days before yours in which he offered to be a **Kind Soul** but asked me not to publish his phone number. His reason is that when it was published in another magazine he received calls late into the night, and also had calls from people who thought it was amusing just to shout obscenities down the phone. That kind of call isn't funny, especially when young children might answer the phone — but I will reply to letters asap, promise, except when I'm on one of my frequent holidays to Barbados, Hawaii, Jamaica, Florida... (*How much are we paying you? Ed*)

Thanks to **Andrew Edney** of London for being first in with several solutions: *Dodgy Geezers* and *The Sidney Affair* among them, so readers who were asking questions about those adventures now stand a chance of getting them answered. Andrew sends some tips for *Bulbo And The Lizard King*, too. To pass the rat: REDLUOB EHT LLOR. To get rid of the spider: PLEH ROF FRAWD EHT KSA. What use is the lizard: GNIRREH DER A.

Peter Walsh of Shaw says he's read advice from some readers that you should start *Journey To The Centre Of Eddie Smith's Head* by driving to Eddie's house. He has one word to say: DON'T! He says the problem with that is that the cat is in the maze and has to be dealt with straight away otherwise it simply starts to appear at random. And that's a bit of a catastrophe.

Richard Batey asks how to deal with the boulder and the rockfall in *The Pawn*. We all know that the only thing you do with a boulder in an adventure game is to lever it. Question is, what with? TRIHS HTIW REHTEGOT EKAR DNA EOH EIT. As for the rockfall: TI REVO BMILC.

Glenn Hayman of Maidstone came up with the tip about dealing with the boulder, and also how to move the floorboard in the tree house. First you must ROOD ESOLC and then you just DRAOB HSUP. Thanks to **Andrew Rowan** of Mansfield as well for a solution to *The Pawn* up to the point where you encounter the dragon. To deal with that is about the silliest and most irritating part of *The Pawn*, requiring a lot of guessing and two instant fussy inputs rather than a genuine problem-solve. First you SWODAHS TA ETIHW ENIHS then you SWODAHS TA TNIOP. Try EXAMINE ME for a laugh, Andrew says.

A bit of help-swopping is wanted by **Darren Roy** of 14 Post Meadow, Billericay, Essex. Help wanted on *Spiderman*, and help both available and wanted on *Moron*. In the latter, to open the safe refer to the tattoo on the dead captain. When in the Silent Room: TUOHS. To get the magnetic card: REMMAH HTIW SSALG KAERB.

Illustration: Anthony Colbert



Darren's *Moron*-ic questions: how do you fit the handle to the door, how do you fire the rifle or pistol, how do you get out of the waste disposal chute, how do you unstick the lever on the flight deck and what use is the message "N<flux>5" that you find?

Alan Skidmore of Worthing is stuck in *Kobyashi Naru*, wondering how to deal with the droids in the 'Understanding' section. First you TIP OTNI LEEHW WORHT then you DOIRDREVOH PMUJ and finally you should HCREP ESYLANA.

Moira Evans of Swindon says she liked my review of *Custerd's Quest* and wanted to buy it — but no address was given. Shame on me. I only usually give addresses for releases that are mail order only, and as *Custerd's Quest* is on the Power House label which belongs to CRL, it should be available in the shops. If not, write to 9 Kings Yard, Carpenters Road, London E15 2HD.

Help on that game is requested by **Graham** 'The most rubbish adventurer in the universe' **Partner** of Uxbridge. Well he said it, not me. How do you get past the peasants at the gate? NIOC WORHT. Can you get out of the pit under the storeroom? It's just an area of darkness, Graham, not a pit, and you should keep moving east till you're given a torch.

John Robson of Northumberland describes himself as 'One near desperate Geordie', and describes *Terrors Of Trantoss* as "A reet cramper." Feel free to use it in the advertising, Ariolasoft. ("A reet cramper," John Robson.) How to deal with the fanglizard: ETAG ESOLC.

Finally a letter I can't possibly leave out, from **C Woodings** of Tamworth: "The June 1987 issue was the first time I purchased your magazine and I was delighted to see that you can offer help on *The Secret Of St Brides*. I have written to three other magazines but none have been able to be of any assistance." Oh well, shucks (blushes modestly), it's all part of the service. Now can I have a rise please, T'zer? What's that? Answer the problem first... oh yes, sorry, nearly forgot, didn't I? How to return the cat, that's the problem, having gone to the island and got it, how do you get back? "I would be most grateful if you could help me because I have been stuck on that island since August 1986." Cripes! Well that's really the program's fault, and not yours, as although you can no longer see the boat and it looks like it's gone you can still BOARD BOAT to get back and return the cat. And what use is the fire extinguisher asks this same anguished reader? REVEOSTAHW ENON.

News

Venture forth with Mike Gerrard

● **The Curse of the Gerrards strikes again! No sooner do I sing the praises of various fanzines than two of them bite the dust. Mind you, if you've heard me singing that isn't surprising. It seems that Ron Dawson, editor of *Insight*, has just had a promotion at work which means he won't have any spare time left over to devote to the magazine. And Pat Winstanley has also found that time is the main problem in producing *Adventure Contact* every month, especially with a family and 97 children to look after as well. So she's reluctantly decided to call it a day. That's the bad news as far as adventure-lovers and the adventure-writers are concerned, but the good news is that someone's agreed to take over the magazine, so let's hope it continues to appear and the new editor preserves the very special flavour of this unique magazine. He should know about flavour, as the new editor is Colin Page, The Kingfisher Restaurant, 91 Palmerston Road, Boscombe, Bournemouth BH1 4HP.**

● News of a new software house is always welcome, especially when it announces that one of its first four releases will be a Speccy adventure! *Inspector Flukeit*'s the name, and I was quite impressed by it. Top Ten Software will be releasing titles at £1.99, and as well as new titles it's just acquired the back catalogues of Cosmi and Audiogenic. Fifty titles are already set for release — there's got to be at least one more Spectrum adventure amongst that lot!

● **Spectrum owners who're sick and tired of hearing fans of other machines rabbiting on about how Infocom adventures are the best in the world could be in for a treat if the +3 takes off. Activision, who publishes the Infocom games in this country, says it'll release CP/M disk versions of the Infocom games if the new machine sells in sufficient quantities. Get buying, folks, get buying. Then you too will be able to experience the joy of *The Zork Trilogy, Hitchhiker's Guide To The Galaxy* and *Hollywood Hijinx* amongst others, and Krazy Kez Gary will no longer think that *The Leather Goddesses Of Phobos* are a heavy metal band!**

● Encouraging news for all you writers working away at home on your adventures using *GAC, Quill, PAW* or whatever. You may remember I raved about a game from The Essential Myth called *The Book Of The Dead*, and told you to go out and buy it in your droves. Now CRL has taken the *GAC*'d game up and will be publishing it pretty pronto. That's great news for the 'three lazy students' who make up The Essential Myth, and an incentive (so to speak) to adventure-writers everywhere.

● **A new arcade and adventure fanzine called EPROM has just been published, available at 80p from Tony Worrall, 328 The Maltings, Penwortham, Preston, Lancs PR1 9FD. It's a well-produced general arcade and adventure Spectrum magazine, and for adventure fans the first issue offers several reviews, a map of *Matt Lucas*, solutions to the first part of *The Fourth Protocol* and *Mindshadow*, plus the first of a two-part interview with Tony Bridge.**



▶

INSPECTOR FLUKEIT

Mixed feelings about this detective game. It got off to a poor start but began to warm up a bit, though I've a feeling it won't take too long to polish off. The poor start? The very slow keyboard response and almost equally slow program response, so be prepared to do a lot of typing a l-e-t-t-e-r a-t a t-i-m-e l-i-k-e t-h-i-s.

Still, nice to see a game written by someone with his own adventure system, the someone being Colin Jordan, his system being called 'Worldscape'. The game looks like a cross between *Hobbit* and *Urban Upstart*, the nice character set being very *Hobbit*-like, and several of the responses and location descriptions reminded me of it.

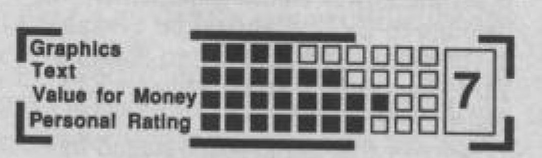
Not that the story's remotely similar. You play the part of Frank Flukeit, a private investigator, and you and your accident-prone assistant, Blunders, must solve the mysterious dis-appearance of Professor Mundle, or Proffessor Mundle as the program spells him all the way through. Blunders adds another *Hobbit*-like touch, but instead of sitting down and singing about gold he keeps bumping into things and cursing to himself.

I was quite impressed by the 'Worldscape' system, which allows other characters to wander around, and allows you to talk to them in a variety of ways, and I've a feeling we'll see a much better adventure than this one written on it soon. Not that there's too much wrong with *Flukeit* as the marks indicate, though the graphics are pretty poor. Some of the problems are tedious rather than true teasers (so to speak), like at the beginning of the game when you crash the car and die if you try to drive it, but survive if you ask Blunders to read the map and do the driving for you. Unless you were miraculously able to swop seats after you'd got into the car, that's just a bit silly.

When you arrive at Radley Mansion there's plenty of exploring to do, heed the advice of the instructions and make a note of everything you're told otherwise you'll never get to the Mansion in the first place. Despite the arrival of two complete strangers in what's a new room to me, a 'kithchen', the cook goes about her business but be careful not to upset her as she'll suddenly clobber you senseless if you do, another complaint in a game with no RAM SAVE feature. Use the SAVE to tape option regularly. There's a b***** of a maze in the garden, where exits are changed — as you'll discover if you drop things to try to help you map it, and another drawback is that you have to type LOOK at each location when you revisit otherwise you only get a brief description which omits to remind you about things like trunks and suits of armour that are there.

Other than that, the problems kept me playing, there's much to enjoy, and I've a feeling this'll keep you occupied for a couple of evenings or so and you'll feel you've got your two quid's worth at the end of it.





FAX BOX
Title............................*Inspector Flukeit*
Publisher.................. Top Ten Hits, MIL, 2 Chiltern Enterprise Centre, Station Rd, Theale, Berks RG7 4AA
Price..................................... £1.99

KENTILLA

THE KURE!

I've had lots of letters from readers querying some things on *Kentilla*, and I've had to write back and explain to them that the Mastertronic version of the adventure has two bugs in it which prevent you from doing a couple of things that you need to do in order to complete the game. Result: one unfinishable adventure! When I phoned Mastertronic to query this and ask what people should do with their copies of the adventure, I was told it was the first it'd heard of it and I was promised that one of the in-house programmers would phone me back about it. I'm still waiting for the call to be returned, Mastertronic people!

Don't ask me why people tinker with perfectly playable programs when they decide to re-release a game, but the first problem is that when you come across the silver dagger in the desk and try to take it, you're told that you can't see the silver dagger. Don't waste your time trying different commands, you can't get the dagger, and that's that. The other problem is that when you ask Eva to kill the Darg-Vool, she refuses to do it for you, despite the fact that this is the only way past that particular problem. This is the point where you have a great desire to throw the game in the fire. Stop! Don't do it.

The cure is at hand thanks to a few hours hacking by **Chris Jones** of 32 Harington Road, Formby, Merseyside L37 1NU, and I think we should all send some thanks in his direction. He's already had mine. This is Dr Kris's *Kentilla* Kure:

"First MERGE the loader and erase lines 20, 30 and 100 to remove the 'Break-protection'. Then GOTO 5 and load the rest of the program. Enter a command and then press BREAK to stop the program and enter the lines as below:-

```
415  LET invent=1
421  LET invent=0
455  IF NOT x THEN GOTO 460
456  RESTORE 9700+x : READ a$ :
     GOSUB E : PRINT "   ";"The " AND
     VAL a$ (0);a$(w TO );" (worn)" AND
     PEEK (t+x)=wvf
457  IF invent=0 THEN POKE (t+x),
     op
459  LET x=USR 60027 : GOTO 455
1170 IF n=31 AND op=60 THEN
     RETURN
```

Finally insert "LET invent=0" after the RANDOMIZE at the start of line 9004. The above alterations should enable readers to obtain the silver dagger and kill the Darg-Vool. There is, however, one slight problem which is that the word NOTHING will appear at the end of your inventory and also at the end of the contents list of a chest or desk and so on. This is only a baby bug, which doesn't interfere with the rest of the game as far as I can tell, but I felt that you might like to know. By the way, is there a special method to kill the Zalrogs when you've crossed the bridge? I ask this because they always seem to beat you in a fight."

In answer to Chris's last question all I can say is: SGORLAZ LLIK DNA OG LLIW YEHT DNA NOITACOL SELTEEB HTAED NI SMOORHSUM PORD. Some bugs have their uses after all! Thanks again, Chris.

Thrill to the action as the legend comes to life!

INDIANA JONES and the TEMPLE OF DOOM*™

The Home Computer Version of the Atari Coin-Op Masterpiece



Five Million Up!

We're giving away 5000 games –one of them could be yours!

Yes! To commemorate the sale of U.S. Gold's 5 millionth game in April this year, we are including a fantastic opportunity to win a game of your choice with every copy of Indiana Jones and the Temple of Doom*™ which itself is set to become a software milestone.

Here's all you have to do:

Simply make your choice of game on the voucher to be found in each copy of Indiana Jones and the Temple of Doom™. Should yours be one of the first 5000 vouchers to be drawn† you will receive the game of your choice absolutely free!

†The draw will take place on November 30th. All vouchers to be included in the draw should be returned by October 30th.

Pick up your trilby and trusty bullwhip and don the mantle of the legendary Indiana Jones! Prepare yourself for your most dangerous adventure yet–to storm the evil Temple of Doom and rescue the imprisoned children and the magical stones of Sankara!

Beware the foes and hazards that block your way. The Thuggee guards will fight to the finish and poisonous cobra snakes will rise up in front of you. You will traverse perilous ledges, ride under-ground railways, and cross the bottomless fiery pit in pursuit of your quest!

You will call on all your reserves of courage, strength and skill. Push yourself to the limit, ride your luck and the magical stones may just be yours!

Screens from Arcade Version

ATARI® GAMES

COMMODORE 64	CASSETTE £9.99	DISK £14.99
AMSTRAD	CASSETTE £9.99	DISK £14.99
SPECTRUM 48k	CASSETTE £8.99	
ATARI ST		DISK £19.99

THE LAST ROU

Yes folks, it's time for another round-up of all the adventures that have crossed my path over the past few months but haven't quite made it to the status of a full review.

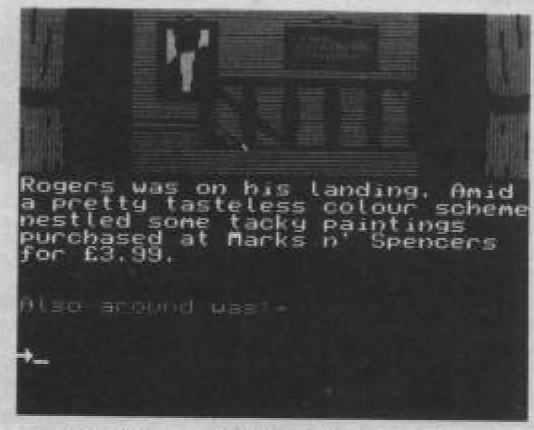
Soap Land & Scary Mansion

Andy Lowe and Dave Dutton of Zodiac Software have had more than just my delays to cope with. After sweating and slaving away to produce a three-part soap opera spoof adventure, they sent it away to Delta 4 only to have Fergus McNeill tell them that while he liked it and thought it was very much in the Delta 4 style, they couldn't publish it as Delta 4 was itself sweating and slaving away on the adventure we now know will be published as *Beastenders*. Undeterred, the Zodiacs produced the two-part *Scary Mansion*, but more of that in a mo'.

Their *Soap Land* parodies not only *EastEnders* but *Coronation Street*, *Crossroads* and even *Dallas*. Obviously to get the most out of the game's humour it helps if you're a soap addict yourself, but there's still a lot to enjoy in this lengthy graphics game even if you're not.

You play the part of Sergeant Roy Slow, and your brief from your bosses is simply to patrol Soap Land, righting wrongs, fighting crime and generally doing good. When you've earned yourself 200 points, you report back to headquarters to get your reward.

In the Queen Liz you encounter Filthy Len and Mangie, not to mention Methyl the charlady, and I think it's best not to mention her. Plenty of talking to the characters, including Dr Legless, and even a bit of mud-wrestling thrown in for good measure. This is bound to date quickly, with references to the now dead *Albion Market* and the thankfully soon-to-be-dead *Crossroads*, but it's still a very well-written game. Highly recommended.



As indeed is *Scary Mansion*, which shows that there's plenty more where the first one came from, and it wouldn't surprise me to see Zodiac's stuff taken up by one of the major software houses. Even the loading instructions made me laugh, which has to be some kind of first. The game itself made me laugh even more. You play Curtis Rogers, ace English detective and gentleman, aided (if that's the word) by Doctor Flotsam and housekeeper Mrs Stebson.

Plenty of in-jokes at the expense of *Sherlock*, f'rinstance, you go outside to find yourself in Quaker Street, described as a very strange street with no exits! Just a handsome cabbie in a handsome cab, and Inspector Retard's company car. Collect your tickets for Featherhead, where doubtless dirty deeds have been done, and don't forget to examine the hall mirror on the way. In fact examine everything, as the programmers have gone to a great deal of trouble to hide both information and jokes all over the place! Two very bright and funny adventure writers here, in Andy Lowe and Dave Dutton, and we'll be hearing more of them, I'm sure.

The Crystal Of Chantie

Keeping up the high standard of home-grown adventures, and confirming that there are better games to be had through the post than at your average software shop, is Pelagon Software's *The Crystal Of Chantie*. This is a *GAC*'d game, and well worth the price of admission for its many imaginative touches. When you begin you're told that you look north across the enchanted land of Senavie, its beauty being beyond description. Suddenly an image of the King's daughter holding the Crystal of Chantie appears before you. She asks you to bring the Crystal back to this place, as only its power can return to the land the beauty that you see before you. So is the beauty just an illusion? Yes, for her image fades and then you're looking north across a barren ice plain. And do you hear an evil laugh in the wind? And is that small devilish creature who scampers away. the Puck that the Princess warned you about?

The author has gone to a lot of trouble with these extra little touches, and the graphics too are beautifully done. I especially like the violent storm that rages, where you can see nothing — what you do see I leave for you to discover! At the start you only have ten moves before you freeze to death, and if you explore all the available directions you discover a nice fur coat guarded by a not-so-nice wolf.

The answer to this one is rather sneaky if you take your time about it, as is the way in which you'll have to deal with one of the mazes you come across. No good dropping objects, as Puck only steals them, you'll just have to use your eyes carefully.

Marred only by the inevitable spelling mistakes (*it's*, *bowel's* and *plateau* I spotted) and a few missing full-stops in the text, this is still a cut above your average game, and *GAC* fans especially should be keen to see some unusual and effective programming.



Castle Eeerie/Shipwreck

No round-up would be complete without at least one game from Tartan Software, who continue to churn them out but thankfully without any loss of quality. In fact *Castle Eeerie/Shipwreck* was churned out some time ago, but as the Ed still hasn't allowed me to take over the whole magazine it's had to queue up with others for a mention.

Shipwreck is the cheerful tale of you having your holiday of a lifetime ruined when a fire breaks out below decks in the luxury cruiser you're sailing on in the South Pacific. It's very professionally presented, but slightly marred for me by the way that life on board ship continues as normal despite the fact that fire is raging and your task is to get off the ship in one piece. If you do that, you find yourself on an island . . . can you escape? Planning ahead means that you buy a map from the shop and need to forge a permit to get onto the bridge to note the ship's position, though having discovered the Captain's name it's no wonder the ship's going down! Plenty more for you to do within a given number of moves, and if you accept the strange logic of the game it's a good solid adventure if not quite as imaginative as some on these pages.

On t'other side of t'tape is *Castle Eeerie*, where your name is Charlie Jones and you've been certified. Well, certified to carry a gun anyway, as you're a special agent. Your assignment is to investigate Castle Eeerie, a strange building somewhere in Scotland where mysterious figures have been seen at dimly lit windows at night and strange sounds have been heard coming from within. Sounds like Tartan

***Till the ne**

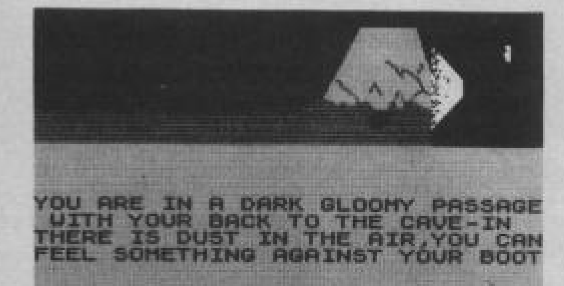
ND-UP (yee-har!)*

Software's Tom Frost at another late-night adventure session. Instead it's the setting for another reliable adventure — nothing exceptional but with two games on one tape for £2.95, worth investigating.

Toot 'N' Come In

One I can recommend because it's refreshingly different is *Toot 'N' Come In* from Epsilon Software. You might guess from the title that it's an Egyptian-type adventure, and one of my few complaints is the lack of instructions and information, though I'm assured that a proper inlay is being prepared. This has a touch of the Indiana Jones's about it, as you explore a series of tombs and catacombs armed only with a knife, our old friend the brass lantern and a box of matches (Swan Vestas, only three left).

What sets this game apart is the graphics, where you, as the explorer, appear on the right edge of most graphics screens, holding your lantern high, the colours changing according to the main pictures, and these are all exceptionally well done. You have to search and examine everything, including walls and passages mentioned in location descriptions, but I didn't care for the combat sequences which are a little too lengthy and tedious. Another non-utility game, so good to see there are still some of them about, and I wish I knew who programmed it so I could give him/her/them a mention.



YOU ARE IN A DARK GLOOMY PASSAGE WITH YOUR BACK TO THE CAVE-IN THERE IS DUST IN THE AIR,YOU CAN FEEL SOMETHING AGAINST YOUR BOOT

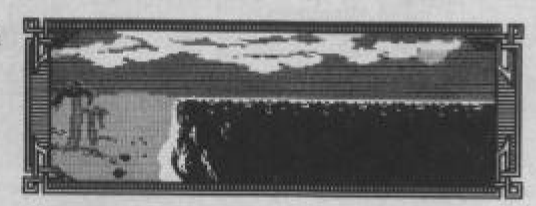
look down

YOU CAN SEE:
THE HAND OF THE CRUSHED BEARER,

eek!

Forgotten City!

Another well-above-average adventure comes in the shape of *Forgotten City!* from Hawk Adventuring, and here too the graphics are very well produced — the amount of detail could explain why there aren't too many of them. The forgotten city of the title is Atlantis — if you can remember what that's famous for. If not, the excellent and professionally printed instructions will help you out. It seems that there are reports of radiation seeping out from somewhere mid-Atlantic, and you've gone to investigate 'cos if this is the lost city of Atlantis, there could be valuable treasure to be had in the shape of Neptune's famed trident. Well, you don't think you're risking radiation just for the sake of mankind, do you? We adventurers always like a little treasure to spur us on.



You are standing on a beach of fine golden sand alongside your Douglas light aircraft. The only exits are north along the beach and in.

What now?
:GO NORTH

Once you've landed on a beach, the only way into the city that you find is via an underground cave network where a strangely-coloured river gives you radiation sickness before you can get very far. I tried eating the medicinal berries but they're obviously not that medicinal. Nor could I push, pull or otherwise move the switch in the decontamination room. Curses! I did wonder if maybe the vocabulary wasn't as extensive as it might be, but the network of locations show that the game itself is pretty extensive — at least as far as I was able to get before my nails crumbled, my hair fell out and I was no longer the pretty sight I normally am. (*Since when? Ed*)

Forgotten City! has all the commands we know and love from games done on *Quill*, *Illustrator* and *Patch*, and I don't know how the loading screen was done, but that too is worth seeing, and the game itself is well worth buying.

Witch Hunt/The Cup

Finally another twin-pack and two *PAW* 'd adventures for you to pore over. *Witch Hunt* and *The Cup* will set you back just £2.50, making them another bargain. The first has you playing the part of, what else, an adventurer. Out walking in the woods one day, you get lost in the mist then stumble across a cottage where an old woman welcomes you in. She says if you ever want to see your loved ones again (like T'zer, Phil etc) you have to do exactly what she does. What she does is don a blue cap, turn round three times and disappear. You pick up the cap, do the same and find yourself in a cellar. Hope it's got central heating as you're wearing nothing but a pair of shoes!

Witch Hunt is an intriguingly mapped game, and you'd better use the RAMSAVE option a lot as there are plenty of one-way doors that provide you with several different areas to explore: sewers, cliff-top paths, passageways, rooms, garden mazes. Good marks for use of *PAW*, bad marks for error-checking: *everywhere* mistyped as *eveywhere*, and responses like 'The dishes is too heavy to pick up' or 'You're wearing pair of shoes'.

As for *The Cup*, that's unlike any adventure you've ever played before. You've just attended the Liars' Club Annual Dinner and Prize Giving, and the winner of the Cup this year is Paddy Murphy for his tales of animals in the wild. But later that night you're woken from your dreams by a red-headed Irishman screaming that he's been attacked and a lion has stolen his cup. Lions in Cricklewood?? Sounds like a lot of blarney, but it's hard to ignore the clawmarks on his back and the terror in his eyes. Off you go again to sort things out.

Once again you're starkers, not even a pair of carpet slippers, let alone a pair of Marks and Spencer's thermal pyjamas, warming those parts that other jim-jams cannot reach. Anyway, before you know it you're in a large cornfield. Can this really be Cricklewood, home of my adventure-playing buddy John D Ryan? Well, there's the grim reaper himself, and you discover a native hut just on the edge of elephant country, so maybe it is Cricklewood after all. Inside the hut a chief sends you on a quest to track an elephant and bring back an ivory tusk to help cure someone's illness. What, armed only with an aerosol can of Snowmaker? You have to be kidding!

Again, good use of the utility, and where does author J Lockwood get his ideas from? A nicely different tale to end this round-up of adventures that are only available through the mail. I'm often told that people are sometimes reluctant to order mail-order games for fear of being ripped-off. All I can say is that if you don't bother to buy at least one or two of the games listed here, you're missing out on some great adventures.

FULL OF FAX BOX

Zodiac Software, 22 Peak Dale Avenue, Goldenhill, Stoke-on-Trent, Staffs ST6 5QP. *Soap Land* £5.00. *Scary Mansion* £4.50.

Pelagon Software, 6 Renoir Mews, North Bersted, Bognor Regis, West Sussex PO22 9AU. *The Crystal of Chantie* £2.99.

Hawk Adventuring, 29 Hollowgate, Barnburgh, South Yorkshire DN5 7BH. *Forgotten City!* £3.50.

Epsilon Software, 41 Mulberry Crescent, Methil, Fife, Scotland KY8 2BA. (0333-28576). *Toot 'N' Come In* £1.99 plus P&P.

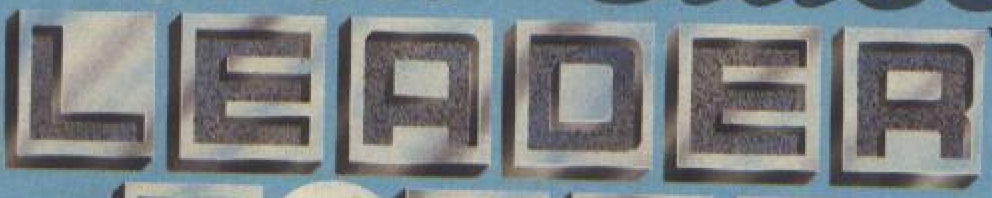
Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT. *Castle Eeerie/Shipwreck* £2.95.

J.A. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL. *Witch Hunt/The Cup* £2.50.

he next one.

The Ultimate Golf Challenge

World Class



- Full scoreboard printout.
- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Disk)
- More trees (upto 192 per hole), traps and rough.
- Practice putting green and driving range.
- Improved graphics and playability increase difficulty and add realism.

- Aerial view gives you a bird's eye view of the course and your position.
- One to four players can compete in MEDAL, MATCHPLAY and BETTER BALL competitions.
- Realistic choice of club, distance, type of shot (hook, slice or putting).
- Unlimited backups of World Class Leaderboard can be made for your archives.(Disk)

U.S. Gold proudly present the final challenge in the Leaderboard series – World Class Leaderboard – the Ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.

- *St Andrews* ● *Doral Country Club* ● *Cypress Creek*

And the fourth, the "Gauntlet Country Club" has been specifically designed for the "World Class Leaderboard" challenge – only those who can master the testing conditions of the best golf courses in the world will come near to mastering "The Gauntlet".

Whether at novice, amateur or professional levels, "World Class Leaderboard" will challenge you with the same demanding strategy, skill and decision making options set by its real life counterpart.



The Gauntlet – designed to create the greatest test of a golfer's true skills and abilities. Few courses combine such a searching trial of accuracy and courage, harrowing and perilous in the extreme.

EUROPEAN COMPUTER GOLF CHAMPION 1987

In honour of the outstanding excellence of this, the ultimate golf game, U.S. Gold have organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your best possible round on the Ultimate course – The Gauntlet – Record your best score, have it verified by an independent witness and send it to U.S. Gold. Novice, Amateur and Professional – there's a prize for each:–

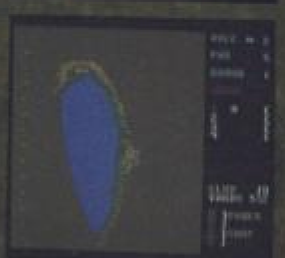
Professional: a full set of Ping golf clubs – "the ultimate club in the world."

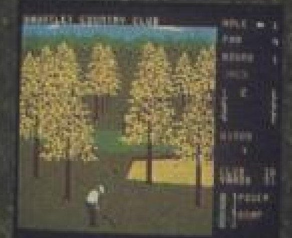
Amateur: a full set of Gallagher golf clubs – a superb asset in improving your game.

Novice: 10 free golf lessons with the "teaching professional" of your local golf club.

When all entries have been received – closing date 31st September 1987 – the top four players at each level will be called to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.







screen shots from CBM 64/128 version

CBM 64/128 £9.99 TAPE £14.99 DISK
AMSTRAD £9.99 TAPE £14.99 DISK
SPECTRUM 48/128K £8.99 TAPE
SPECTRUM+3 £12.99 DISK

ACCESS



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

ADVENTURERS INTERNATIONAL

I often wonder how readers abroad cope with the English language well enough to be able to play adventure games, where sometimes the commands can be pretty obscure even to us what lives here and speaks it proper. **Adriaan Koster** of Holland wrote to tell me he was puzzled by a certain word that appears at the building site in *Journey To The Centre Of Eddie Smith's Head*. The word is 'Barratts'. "Could you please inform me what that means," Adriaan asks. Well, it's certainly not a magic word — just the name of a well-known firm of British builders! Or maybe it is a magic word... do you think if I say BARRATTS they might give me a free house?

Anders Svensson, Tradgardsgatan 13, 560 1 3 HOK, Sweden has just bought *Murder Off Miami* and wants to know: "How to leave the desk?!!!" I think I got the right number of exclamation marks there, but Anders would be entitled to use a few more as the Spectrum version of *Murder Off Miami* was released with a bug in it which prevented you from leaving the desk at the start of the game. The first few commands should be EXAMINE DESK, GET MAGNIFYING GLASS, STAND UP, and if the program then loops back to the opening screens you've got a bugged copy. I did ask CRL what was happening about the bug, but that was two months ago. All I can suggest is that you bug CRL about it.

Joao Carvalho, Rua da Cruz 131-2°-ESQ, 1300 Lisboa, Portugal, says he's received help from other people in the past, notably John Barnsley, who he describes as "surely the Kindest Soul in the universe", so he'd like to offer a bit of help in return. Anyone stuck in any of the following should contact him, and don't forget that if you're writing from anywhere other than Portugal itself you should trot off down to your local post office and buy an international reply coupon to send instead of a stamped addressed envelope. Joao's list is: *ID, Aftershock, Sherlock, Hampstead, Terrormolinos, Hobbit, System 15000, Vera Cruz, Sidney Affair, Valkyrie 17, Mindshadow, Mountains Of Ket, Price Of Magik, Dracula, Robin Of Sherwood, Galaxias, Snowball, Fourth Protocol (1), Lord Of The Rings (1), Worm In Paradise, Kayleth, The Boggit, Bugsy.* Thanks also for the solution to *The Sidney Affair*, Joao.

KIND SOULS

At last! The identity of **Lippy the Baboon** is revealed! Can we bear the excitement any longer? No, I have to tell you that Lippy is none other than **Mark Hallson**, and his cage is at 135 Raven Court, Old Trafford, Manchester M15 5QA. And I've just realised that this must sound weird to anyone who's missed the previous letters from Lippy the Baboon. Oh well, can't be helped, and Mark is prepared to be a **Kind Baboon** on *The NeverEnding Story*, 128K version.

It doesn't matter how many or how few adventures you've solved, you can still be a **Kind Soul** to someone somewhere. **Paul Lawrence** has also only just polished off one adventure, but he's prepared to help anyone out on it. That's the spirit. The adventure is *Spytrek* and Paul's famous footballing address is 64 Ayresome Park Road, Middlesborough, Cleveland TS5 6AS.

David Hyde-Constantine can help on *Spytrek*, as well as *St Brides, The Snow Queen, Heroes Of Karn, Pirate Adventures, Marie Celeste* and *Time Quest*. Forward your epistle to Warwick House, Ridgeway Road, Torquay, S. Devon.

Peter Bates will come to the rescue on *The Pawn, The Big Sleaze, The Colour Of Magic, Boggit, Bored Of The Rings, Robin Of Sherlock, Bugsy, Snowball, Return To Eden, Worm In Paradise, Valkyrie 17, Sherlock, Fourth Protocol, System 15000, Gremlins, Diamond Trail, Ship Of Doom* and *Planet Of Death*. Peter's address is 21 Bedford Gardens, Tinshill, Leeds LS16 6DH, and he asks me to put in a plug for *The Questline Adventure Club*, 34 Crossgate Ring Road, Leeds LS15 8RD.

Also up there in Yorkshire, where the puddings come from, is **Daniel Stothard**, 59 Twickenham Crescent, Halfway, Sheffield S19 5HS. Daniel's able to help on *The NeverEnding Story, Dun Darach, Temple Of Terror, Hampstead, Seabase Delta, Boggit, Bored Of The Rings, Mafia Contract I/II, Gremlins, Spiderman, Dracula, Hobbit, Colour Of Magic, Planet Of Death, Sherlock* and *Vera Cruz Affair*.

Les Mitchell has been kind before, and here he is being kind again, the latest additions to his list of successes being *Kayleth, Aftershock, Matt Lucas* and *Imagination*. Les lives at 10 Tavistock Street, Newland Avenue, Hull HU5 2LJ.

LOST SOULS

Some arcade-adventure interlopers in the first list of problems, but I'll sneak them in as I know the Ed's just gone out for her daily pint down at the *YS* local, 'The Mucky Modem.' The **Lost Souls** are **Alex Froley** and his sister at 20 South Rise, Carshalton Beeches, Surrey SM5 4PD, the problems being on *Back To Skool*, where they can hardly do anything other than catapult teachers, on *Asterix And The Magic Cauldron*, where they want to know how to get to Rome and also where the various bits of cauldron are, and in *Zoids*, where these destructive little brats want to know how to blow up the cities.

Another not-strictly-an-adventure is *Backpacker's Guide To The Universe*, but the Ed's not back yet so we're still okay. How to transport from the top right of the screen? Answers to **Mrs Marshall's daughter** (whose name I know not as it was Mrs Marshall what wrote to me), 1 Shallmarsh Close, Higher Bebington, Wirral L63 2QR.

Mark Fletcher asks for help on *Head Over Heels*, so he obviously hasn't spotted that elsewhere in the magazine we have the illustrious Dr Berkmann's *Head Over Heels* clinic (private patients with credit cards made very welcome). Maybe Mark can only afford the help offered free by *YS* adventure players (the well-known National Elf Service). Any Elfy person out there prepared to tell Mark how to get off Blacktooth, or even provide a complete solution? Send your prescriptions to 8 Westerton Avenue, Broughty Ferry, Dundee DD5 3NJ.

Stumped by *Stormbringer*, that's **Alex Froley**, 20 South Rise, Carshalton Beeches, Surrey SM5 4PD. How do you get past Brunter, how do you use the teleport found from Rachel of Amazonia, and how do you stop the lights being switched off in main level 2?

Same game, this time puzzling **Steve Bond**, who says that because of (or despite) Phil South's help in *YS* he's managed to clock up 38% on *Stormbringer*. He's also met Rachael, lucky chap, who's given him something. Stop going ooo-er cor wha-hay at the back, it's just some numbers, which he's converted to binary but still can't pull the correct levers. What now? Also what use is the boomerang, the instruction book and the sword, and why can't he ever read the writing even though he's got crystal balls? No comment.

TERRORS OF TRANTOSS

PART TWO

WARNING: A *YS* Solution can seriously damage your adventure playing, so don't read on unless you really want to know.

MOUNTAIN PATH: After you've been robbed, go north till you can go no further then east till you reach the blacksmith's and TAKE CANDLE. Now go west till you find the axe and take it. Now go E/S/E to the clearing in the trees.

CLEARING IN THE TREES: CLIMB TREE and CUT VINE with the axe, then climb down to get vine. Now return to Chamber of Light.

CHAMBER OF LIGHT (2): Go W/S/W/N/E/S/S to return to Krak of Krace. If you have no lantern or staff be sure to LIGHT CANDLE in the Cavern of the Mountain Men.

BLACKSMITH: Give steel bars to blacksmith in exchange for crossbow, then head west and south till you reach the mountain path that leads east to the base of the plateau.

PLATEAU: To drive off the Robbers, FIRE CROSSBOW, possibly a few times. When Robbers leave go up to collect your belongings.

MOUNTAIN MEN: Return to Cavern of the Mountain Men and SAY FOLLOW. Go back up to plateau and PUSH BOULDERS to cause an avalanche to dam the river.

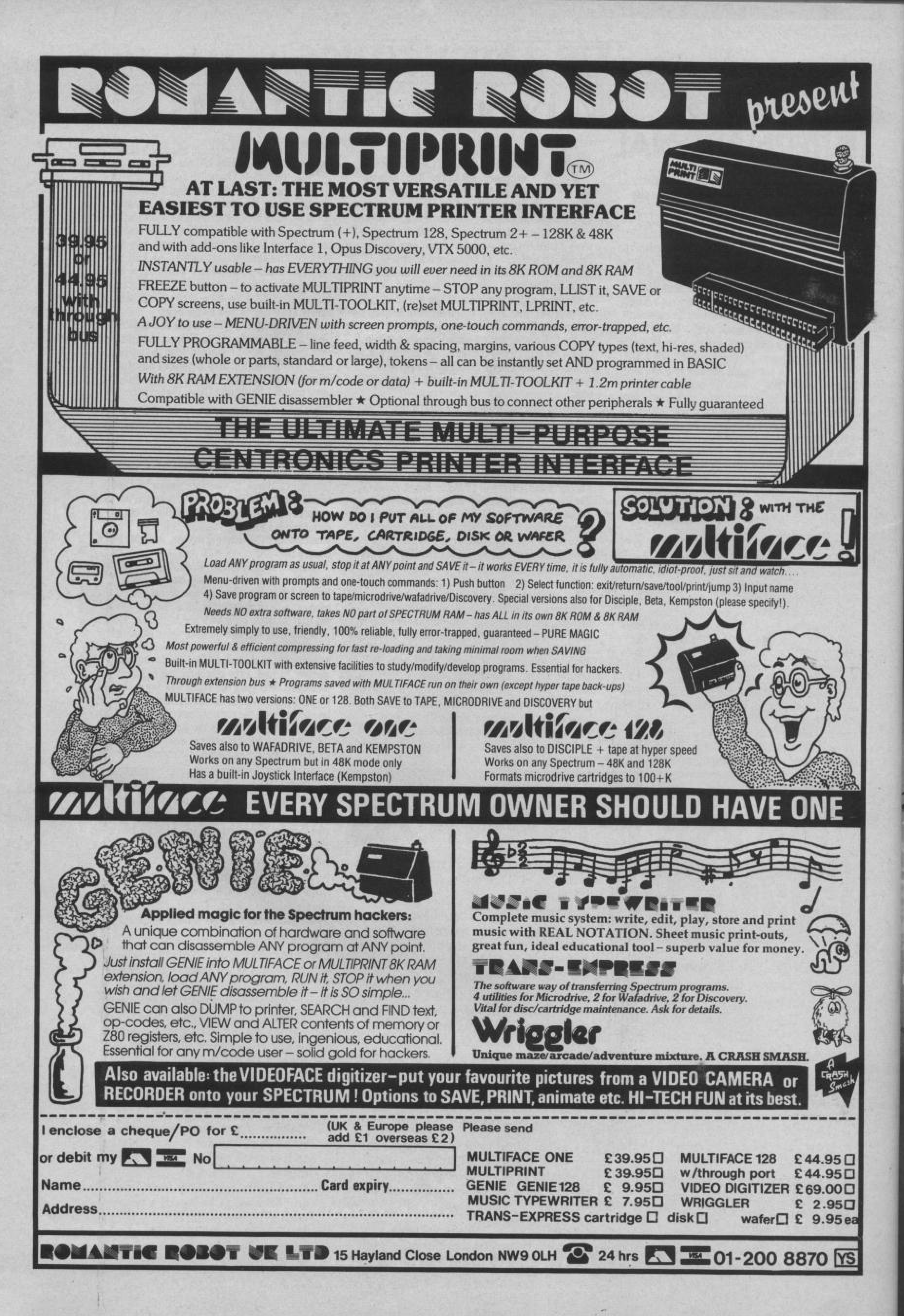
TEMPLE: Once river is dammed, return to Temple and PUT CROWN ON STATUE. When it lowers its arms GIVE MACE TO STATUE and Mace will be destroyed.

TREASURE: To find the valuable treasure, return to the Mountain Men and get them to follow you to the dam. Once you are stood on the dam, say DESTROY DAM and then run for the bank. Now make your way back to the Smooth Walled Room and go west, when you will find that an entrance has been created in one of the walls, so pass through this and open the chest that you then find. TAKE TREASURE and return to village when your quest will be over.

CRYSTAL BRIDGE: Note that when this has been destroyed, you will need to TIE VINE before climbing down to floor of the ravine and then going north and up to emerge on the other side of the ravine. Going down and south and then climbing the vine will return you to the original side.

GENERAL HINTS:

(1) It's a wise move to let each brother carry a source of light.
(2) Make as many moves as possible when brothers are joined together, as this saves on the number of moves.
(3) Keep Lobo well away from wells and bridges, as he needs a course with Weightwatchers!
(4) Three very useful things to carry seem to be the horn, a coin and a source of light.



ROMANTIC ROBOT
present
MULTIPRINT TM
AT LAST: THE MOST VERSATILE AND YET EASIEST TO USE SPECTRUM PRINTER INTERFACE
39.95 or 44.95 with through bus
FULLY compatible with Spectrum (+), Spectrum 128, Spectrum 2+ – 128K & 48K and with add-ons like Interface 1, Opus Discovery, VTX 5000, etc.
INSTANTLY usable – has EVERYTHING you will ever need in its 8K ROM and 8K RAM
FREEZE button – to activate MULTIPRINT anytime – STOP any program, LLIST it, SAVE or COPY screens, use built-in MULTI-TOOLKIT, (re)set MULTIPRINT, LPRINT, etc.
A JOY to use – MENU-DRIVEN with screen prompts, one-touch commands, error-trapped, etc.
FULLY PROGRAMMABLE – line feed, width & spacing, margins, various COPY types (text, hi-res, shaded) and sizes (whole or parts, standard or large), tokens – all can be instantly set AND programmed in BASIC
With 8K RAM EXTENSION (for m/code or data) + built-in MULTI-TOOLKIT + 1.2m printer cable
Compatible with GENIE disassembler ★ Optional through bus to connect other peripherals ★ Fully guaranteed
THE ULTIMATE MULTI-PURPOSE CENTRONICS PRINTER INTERFACE
PROBLEM: HOW DO I PUT ALL OF MY SOFTWARE ONTO TAPE, CARTRIDGE, DISK OR WAFER?
SOLUTION: WITH THE multiface!
Load ANY program as usual, stop it at ANY point and SAVE it – it works EVERY time, it is fully automatic, idiot-proof, just sit and watch....
Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/tool/print/jump 3) Input name 4) Save program or screen to tape/microdrive/wafadrive/Discovery. Special versions also for Disciple, Beta, Kempston (please specify!).
Needs NO extra software, takes NO part of SPECTRUM RAM – has ALL in its own 8K ROM & 8K RAM
Extremely simply to use, friendly, 100% reliable, fully error-trapped, guaranteed – PURE MAGIC
Most powerful & efficient compressing for fast re-loading and taking minimal room when SAVING
Built-in MULTI-TOOLKIT with extensive facilities to study/modify/develop programs. Essential for hackers.
Through extension bus ★ Programs saved with MULTIFACE run on their own (except hyper tape back-ups)
MULTIFACE has two versions: ONE or 128. Both SAVE to TAPE, MICRODRIVE and DISCOVERY but
multiface one
Saves also to WAFADRIVE, BETA and KEMPSTON
Works on any Spectrum but in 48K mode only
Has a built-in Joystick Interface (Kempston)
multiface 128
Saves also to DISCIPLE + tape at hyper speed
Works on any Spectrum – 48K and 128K
Formats microdrive cartridges to 100+K
multiface EVERY SPECTRUM OWNER SHOULD HAVE ONE
GENIE
Applied magic for the Spectrum hackers:
A unique combination of hardware and software that can disassemble ANY program at ANY point.
Just install GENIE into MULTIFACE or MULTIPRINT 8K RAM extension, load ANY program, RUN it, STOP it when you wish and let GENIE disassemble it – It is SO simple...
GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, etc., VIEW and ALTER contents of memory or Z80 registers, etc. Simple to use, ingenious, educational. Essential for any m/code user – solid gold for hackers.
MUSIC TYPEWRITER
Complete music system: write, edit, play, store and print music with REAL NOTATION. Sheet music print-outs, great fun, ideal educational tool – superb value for money.
TRANS-EXPRESS
The software way of transferring Spectrum programs.
4 utilities for Microdrive, 2 for Wafadrive, 2 for Discovery.
Vital for disc/cartridge maintenance. Ask for details.
Wriggler
Unique maze/arcade/adventure mixture. A CRASH SMASH.
A CRASH Smash
Also available: the VIDEOFACE digitizer – put your favourite pictures from a VIDEO CAMERA or RECORDER onto your SPECTRUM! Options to SAVE, PRINT, animate etc. HI-TECH FUN at its best.
I enclose a cheque/PO for £.............. (UK & Europe please add £1 overseas £2)
or debit my No
Name.............................. Card expiry..............
Address..............................
Please send
MULTIFACE ONE £39.95
MULTIPRINT £39.95
GENIE GENIE128 £ 9.95
MUSIC TYPEWRITER £ 7.95
TRANS-EXPRESS cartridge disk wafer £ 9.95 ea
MULTIFACE 128 £44.95
w/through port £44.95
VIDEO DIGITIZER £69.00
WRIGGLER £ 2.95
ROMANTIC ROBOT UK LTD 15 Hayland Close London NW9 0LH 24 hrs 01-200 8870 YS


NOW FOR COMPUTER
MASK™
The Battle Continues!!!
Join with the forces of MASK, skilfully commanded by the brilliant strategist Matt Trakker and combat the evil of the villainous VENOM in their quest for domination of the world. No longer need you stand by and passively observe the evil deeds of Mayhem and his co-conspirators. Here is your chance to dig deep into your cunning and put your skills to the test against possibly the greatest master criminal the world has ever seen, fact or fiction.
This classic conflict of good versus evil is portrayed with a realism and excitement that can only take its lead from the world's most famous collection of superheroes and supervillains. There are creations of adventure, there are creations of combat but there is not a creation quite like MASK!!!
SAY GOODBYE CONDOR
MAYHEM!!
BRAD! THIS IS THUNDERHAWK HOLD ON, I'LL SOON BE ON HIS TAIL...
MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS, INC. (KPT) 1987
GREMLIN
CBM64/128 & Amstrad - £9.99 TAPE
£14.99 DISK
Spectrum 48/128K - £7.99 TAPE
Gremlin Graphics Software Ltd, Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423

PROGRAM PITSTOP

Flippin' 'eck! This month we've got even more routines from top programmers, plus all your best utilities and games. Need we say more? Thought not!

After the mindfudging success of the first two *Program Pitstops*, we bring you once again the very best in programming. This month we have Part Two of the amazing *Editor* from Gremlin's Montyologists **Shaun Hollingworth** and **Peter Harrup**, a quickie (oo-er) from **David 'Magic Knight' Jones**, plus a super little thing from the writer of *Tau Ceti, Academy*, and the recent *Micronaut One*, **Pete Cooke**. As well as all this stupendiferous megastar tippery, we've also got a Fancy Loader from *YS* reader **Tom Baker**, allowing you to add professional looking loaders to your own programs.

So, if you'd like to join the happy band of megaprogrammers in the *Pitstop*, send us your gems of programming skill, and who knows, you might find yourself snapped up by a software house to write its latest megagame. But don't hold your breath. You'll just have to be patient, waiting for those cheques to roll in...

And speaking of being patient, we've been getting a lot of phone calls lately about programs you've sent in for the old Program Power section. Please bear with us! You should hear one way or the other very soon, so please refrain from phoning up every ten minutes to find out where your program is. We've got ringing in our ears. Ta!

FASTAPE

by Tom Baker

In the first *Program Pitstop* we said that we'd like you to send in your routines for making fancy loaders, and sure enough you did. Over twenty programmers sent in their fancy load routines, and for the most part they were pretty good. Most relied quite heavily on people knowing a little about machine code, and had instructions that would give a PhD student a migraine. But fortunately a small proportion were interesting, menu-driven beasts which even T'zer could understand. (*Huh? Wassat? T'zer*) And it's these that provided the most elegant solutions to the problem.

Tom Baker's *Fastape* routine is small, full featured and allows even the most fumble fingered among us to put fancy professional loaders on our programs. The instructions were comprehensive, and the techniques employed easy to understand. So thank you, Tom, and it's over to *Fastape* to provide your programs with the ride of a lifetime!

METHOD

The program takes the form of a little chunk of code which you load into memory at the same time as your own program, and activate it with a few simple POKEs. The *Fastape* routines take up a mere 715 bytes, and reside above RAMTOP at address 60000.

Saving: To save a block of code using *Fastape*, the routine must first be given info on the address of the code, how many bytes it occupies, and which of the *Fastape* features you want. These features are a Multicoloured border, Blank or Masked border, Error trapping and Crash On Error, and a Countdown Timer anywhere on screen. These features are all available, depending on certain parameters which you must set with POKEs. With *Fastape* in memory all you have to do to save is use the command LET SAVE=USR 60003. Incidentally, there'll be no Start Tape message, so get the tape going before you press return.

The info is given to the routines as follows:

Address Of Code — POKE 60011, address -(256*INT (address/256)) POKE 60012,INT (address/256)

Length Of Code — POKE 60013, length -(256*INT (length/256)) POKE 60014,INT (length/256)

All Features — POKE 60015,F

Calculate the value of F from this table :

F Table

Value F	Crash On Error	Coloured Border	Count-down
0	NO (error message)	NO (masked border)	NO
1	YES	NO (masked border)	NO
2	NO (error message)	YES	NO
3	YES	YES	NO
4	NO (error message)	NO (masked border)	YES
5	YES	NO (masked border)	YES
6	NO (error message)	YES	YES
7	YES	YES	YES

Timer Coordinates — POKE 60007, x-coordinate
POKE 60008, y-coordinate
(where x is between 0-29, and y is between 0-23)

Loading: Loading is very simple as, like the Speccy's own commands, a header is saved with each block of code which is automatically loaded by the routines. The command RANDOMISE USR 60000 will load in the next block of code. All the other feature POKEs still apply. An extra feature which has been added is the Security option. The contents of address 60006 must be the same as when it was originally saved. If not the routines will respond with an error message or crash (as selected). This means that if you save a code block with 60006 POKEd with 100, say, someone cannot load it in who doesn't know the number!

Basic Listing

This month's program is a piece of cake. Simply type in the program and save it with SAVE "FASTAPE". Don't bother with an autostart LINE number, as this program merely creates and saves the FASTAPE code block for you. Just RUN it, and the program will POKE all the code into memory. Once it has saved it to tape, set the Basic bit aside, in case you lose the code block, and use the code in your own programs.

```
10 CLEAR 59999: PRINT AT 0,0;"
PLEASE WAIT.......................
"
20 GO SUB 1000: BEEP .5,10: CL
S
21 PRINT AT 0,0;" LOAD:USR 600
00                  *SAVE:USR 600
03
                    *POKES:60006.
................CODE        60007.
....COUNTER X COORD         60008.
....COUNTER Y COORD"

22 PRINT "          60015.........
```

```
...FLAG BYTE           60011..ADDRES
S (LOW BYTE)           60012.ADDRESS
 (HIGH BYTE)           60013...LENGT
H (LOW BYTE)           60014..LENGTH
 (HIGH BYTE)"
  23 PRINT '"FLAG BYTE:

                     (1=CRASH,2=BOR
DER,4=COUNTER)"
  30 PRINT #1;AT 1,0;"PRESS 'ENT
ER' TO SAVE..........."
  40 IF CODE INKEY$<>13 THEN GO
 TO 40
  50 POKE 23736,181: SAVE " FLAS
H  LOAD  TSB"CODE 60000,715
  60 STOP
1000 LET LINE=9000: RESTORE LINE
1010 READ A$
1015 IF A$(1)<>"*" THEN GO TO 1
050
1020 LET B$="": LET A=2
1030 LET B$=B$+A$(A): LET A=A+1:
 IF A$(A)<>"," THEN GO TO 1030
1040 LET AD=VAL B$: LET A$=A$(A+
1 TO )
1050 LET C=0: LET A=4: FOR L=1 T
O VAL A$( TO 2)
1060 LET B$=""
1070 LET B$=B$+A$(A): LET A=A+1:
 IF A$(A)<>" " AND A$(A)<>"," TH
EN GO TO 1070
1080 LET A=A+1: POKE AD,VAL B$:
LET C=C+VAL B$: LET AD=AD+1: PRI
NT AT 0,29;60715-AD,AT 2,0;"LINE
:";LINE: NEXT L
1090 IF C<>VAL A$(A TO ) THEN C
LS : BEEP 1,10: PRINT AT 0,0; IN
K 9;"DATA ERROR WITHIN LINE ";LI
NE;"......PLEASE CORRECT": STOP
1100 LET LINE=LINE+5: READ A$: I
F A$(1)<>":" THEN GO TO 1015
1110 RETURN
9000 DATA "*60000,40,195 6 236 1
95 118 234 99 20 1 0 0 0 64 0 27
 6 0 0 0 0 0 0 62 0 50 112 234 2
05 170 235 205 60 235 17 7 0 221
 33 105 234,3402"
9005 DATA "40,58 102 234 203 191
 205 165 234 205 200 235 62 2 50
 112 234 42 109 234 235 221 42 1
07 234 58 102 234 203 255 33 63
5 229 33 152 12 8 19 221 43,5386
"
9010 DATA "40,243 58 113 234 71
16 254 211 254 238 8 6 164 45 32
 245 5 37 242 181 234 6 47 16 25
4 211 254 58 113 234 246 8 6 55
16 254 211 254 6 56,5196"
9015 DATA "40,79 0 111 24 9 122
179 40 12 221 110 0 124 173 103
205 38 235 55 24 26 108 24 244 1
21 203 120 16 254 40 4 6 51 16 2
54 211 254 6 46 32,3916"
9020 DATA "40,239 5 205 38 235 5
5 63 203 21 32 232 27 205 75 235
 221 35 6 33 62 127 219 254 31 2
08 122 60 32 192 19 205 239 235
6 59 16 254 201 58 112,4876"
9025 DATA "40,234 254 0 40 11 58
 111 234 203 79 40 4 26 230 7 20
1 58 113 234 201 237 75 103 234
120 205 158 14 121 133 111 34 10
5 234 201 123 230 127 254 0,5157
"
9030 DATA "40,192 58 112 234 254
 2 216 58 111 234 203 87 200 221
 229 229 213 197 245 221 33 117
234 6 3 221 126 0 254 0 40 6 61
221 119 0 24 9 62 9,5061"
9035 DATA "40,221 119 0 221 43 1
6 234 6 3 42 105 234 221 33 115
234 197 221 94 0 203 35 203 35 2
03 35 22 0 229 229 33 120 61 25
235 225 6 8 26 119,4419"
9040 DATA "40,36 19 16 250 225 1
93 35 221 35 16 221 241 193 209
225 221 225 201 58 72 92 230 56
15 15 15 50 113 234 60 254 8 32
2 62 0 50 114 234 201,4749"
9045 DATA "40,33 109 234 229 35
110 38 0 41 235 225 126 203 7 23
0 1 179 95 235 35 221 33 115 234
 1 156 255 205 240 235 14 246 20
5 240 235 125 205 0 236 221,5838
"
9050 DATA "40,229 229 213 197 24
5 195 127 235 175 9 60 56 252 23
7 66 61 221 119 0 221 35 201 62
0 50 112 234 205 170 235 17 7 0
221 33 105 234 58 102 234,5470"
9055 DATA "40,203 191 205 58 236
 205 200 235 62 2 50 112 234 42
109 234 235 221 42 107 234 58 10
2 234 203 255 20 8 21 243 58 113
 234 246 8 211 254 33 195 236,59
41"
9060 DATA "40,229 219 254 31 230
 32 79 58 113 234 177 79 191 192
 205 225 236 40 250 33 21 4 16 2
54 43 124 181 32 249 205 221 236
 40 235 6 156 205 221 236 40,585
6"
9065 DATA "40,228 62 198 184 40
224 36 32 241 6 201 205 225 236
40 213 120 254 212 40 244 205 22
5 236 208 33 112 234 52 38 0 6 1
97 24 27 8 32 5 221 117,5245"
9070 DATA "40,0 24 10 203 17 173
 192 121 31 79 19 24 2 221 35 27
 8 205 75 235 6 199 46 1 205 221
 236 200 62 218 184 203 21 6 197
 40 243 124 173 103,4405"
9075 DATA "40,122 179 32 207 205
 239 235 124 254 1 201 245 58 11
3 234 211 254 62 127 219 254 31
251 40 2 241 216 58 111 234 203
71 194 0 0 207 26 205 225 236,61
35"
9080 DATA "40,200 62 21 61 32 25
3 167 4 200 62 127 219 254 31 20
8 169 230 32 40 243 121 47 79 23
0,7 238 7 229 33 113 234 174 225
 32 31 58 112 234 254 3,5004"
9085 DATA "35,32 24 58 111 234 2
03 79 40 17 237 95 230 7 229 33
113 234 190 225 32 8 58 114 234
24 3 58 113 234 246 8 211 254 55
 201,4244"
9999 DATA ":END OF DATA:"
```

Part Two

STAR TIP 4

by Shaun Hollingworth and Peter Harrap



So you've been waiting with bated breath for the second half of your *Future Knight* style *Editor* program, from the makers of the Monty games, huh? Okay, space is at a premium, so let's get cracking...

continued

In case you missed last issue, we began by giving you the Basic loader and Hex Dump 1 for the *Editor* program, with which you can edit Blocks, Characters and Screens, and link them to make the bare bones of an arcade adventure. Now follows the remaining bits of code you need to get the program working, and full instructions on how to use and enjoy your *Editor*. *(Gerroff! Ed)*

There are three levels to the *Editor*, and at the top you have the Main Screen Designer. To save anything from this level you must break out into Basic. You can return to it by RANDOMISE USR 63488. On the screen you should have a white rectangle with a crosshair cursor in it and a number under it. This is the current screen number you're editing, which when you first start is screen 91. The range of screens you can have is 0-120. The entry screen can be set by POKEing 23681 with the screen number. The smaller white square is the current block, which can be placed on the screen with the cursor. These can number between 0-255.

To enter the next level of the *Editor* press 'C' and you'll enter the Block Editor. You should have a smaller white rectangle at the top of the screen marked 'chrno: 000', containing the Select Char cursor and two small squares at the bottom. The one on the left is the current block, containing the Destination Block cursor, and the one marked 'copych' on the right is the copy character. The 'copych' can be copied to the current block with CAPS+C, which is helpful when creating a number of similar blocks, you can just copy them over and alter them.

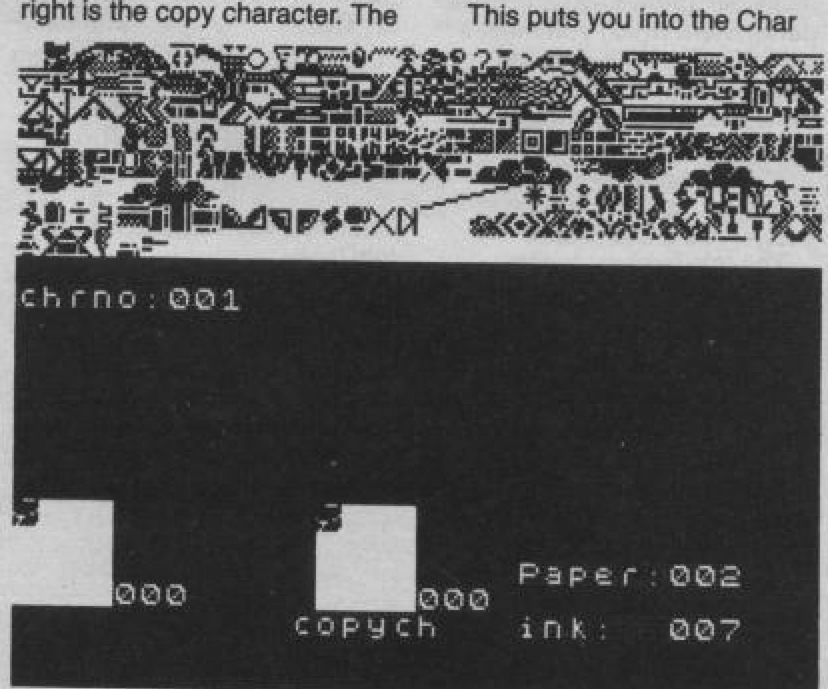
You have no chars in memory at this point, so to get to the third and final level press 'E'.

This puts you into the Char Editor, and you're presented with 'chrno' at the bottom of the screen and a grid and cursor. When you've finished editing, press 'X' to return to the Block Editor.

The final short program which prints up the screens when you want them is called "screen-PRINT". In order to use it you need to decide where you're going to store your chars, screens, blocks, colour map and background chars. To allow the "screen-PRINT" program to display your screens you must put these addresses into the following register:

BC=address of chr map
DE=address of screen data
A=screen no. to print
IX=address of block data
HL=address of colour data
DE'=address of background chars.

(NOTE: **HL'** register not used!) Then the program knows what to print and where to get all the data for it. All you have to do is call the print routine with RANDOMISE USR (address you located screen-PRINT) and off it goes. Although you can't build a game without writing a lot of other stuff like sprites, collision and puzzles yourself, *Editor* certainly takes the headache out of building the world your sprites will inhabit! Have fun!



The Block Editor

Saving Data

Block Shapes The data for the block shapes is at address 49152 and is a maximum of 256*16 (4096) bytes long.

Screen Layouts The data for the screen layouts is at address 53248 and is maximum of 120*32 (3840) bytes long.

Colour The colour data is at address 57088 and is 256 bytes long.

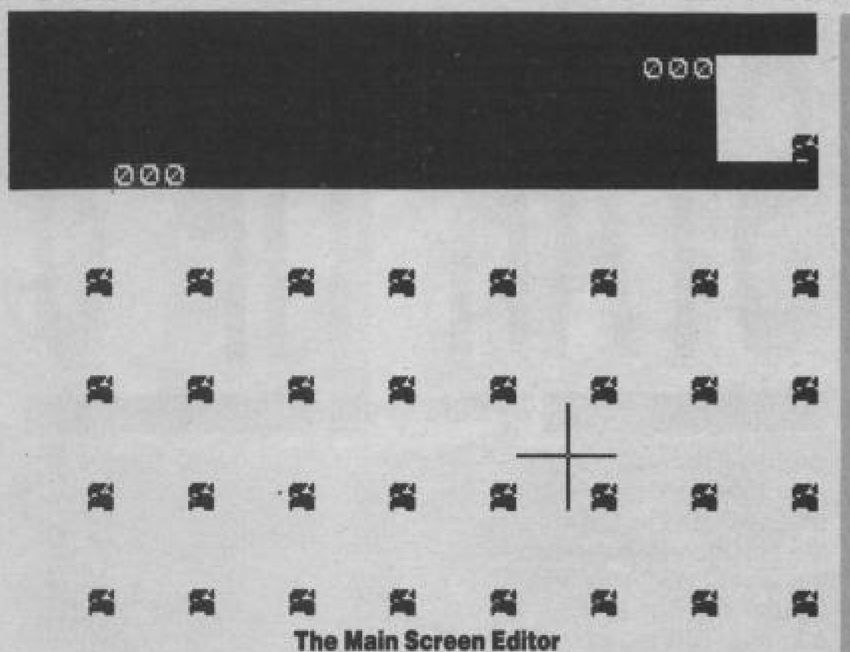
Charset The graphics character set is at address 61440 and is 2048 bytes long.

Options

MAIN SCREEN EDITOR
F move to next screen
B move to last screen
Q crosshair left
W crosshair right
P crosshair up
L crosshair down
U move current block up one
D move current block down one
S set current block at cursor
C enter Block Editor mode
BREAK return to Basic

BLOCK EDITOR
Q Char Select cursor left
W Char Select cursor right
P Char Select cursor up
L Char Select cursor down
CAPS SHIFT advance bottom cursor
S set char in current block at bottom cursor position
U advance current block no.
D retard current block no.
CAPS+C copy the copych block to current
CAPS+U advance copych block no.
CAPS+D retard copych block no.
F select ink colour
B select paper colour
A sets the colour of char at Char Select cursor
X returns to Main Screen Editor
E enters Char Editor

CHAR EDITOR
Q move cursor left
W move cursor right
P move cursor up
L move cursor down
ENTER to set pixel
SPACE to reset pixel
I to invert whole char
X to return to Block Editor



The Main Screen Editor

Hex Dump 2

Next we have some sample characters for you to try. Once again you have to type them into the Hex Loader from *Megatext*. The start address of this bit is 61440 and the length is 2048. Save it as SAVE "sum chars" CODE 61440,2048.

```
61440:0000000000000000=0
61448:E1FFFFFE798FDFBE=1666
61456:00030E39377FDEBD=667
61464:FFFF1C559055AA55=1107
61472:EFFE779FEDFB86F7=1688
61480:0080E080DCDAEFFF=1468
61488:FF00246642662400=597
61496:70FCFF8F03000000=765
61504:772200FFAAFFAAFF=1258
61512:0038448282443800=508
61520:7E402C201818181FF=585
61528:FFEE991111EEFFFF=1428
61536:FF0055AA00AA55FF=1020
61544:182485BD3C180000=514
61552:55AA000000000000=255
61560:386C923810386CC7=745
61568:387E9FE33CD3EF9F=1237
61576:3864743800303BAA=602
61584:384404081 0D7C7FF=821
61592:F870002020AF55FF=939
61600:00C1270E1C72C100=581
61608:FF00CFCF00F80700=924
61616:2070F8DDBB5F8E05=1042
61624:00000055FF55A241=652
61632:FFC7D7110804443B=822
61640:FF55AF20200070F8=939
61648:55FFC739757D7D38=1019
61656:FF00AA55AA55FF00=1020
61664:0666618D6CA19918=792
61672:81C366BD5AA54281=1065
61680:FFA24188142A55FF=1020
61688:FF00458245AA00FF=948
61696:FF00FF4224189981=918
61704:FF00DB18FF18DB81=1125
61712:5A9918FFFF18995A=1044
61720:AA00FFAA55FF0055=1020
61728:00EF00FE00EF00FE=986
61736:C1F33D0E173B3030=689
61744:55FFFFAAFFAA5500=1275
61752:7C3BCBF7F3F5CE3E=1389
61760:7A7AB5DBDBDBDBBD=1490
61768:FFAAFF00BABA0000=1052
61776:A3D7EE7D3A1D8E07=977
61784:FF0101FF2020FF00=831
61792:FF00BDBD18C3DBDB=1290
61800:FFFF0030308B7B730=1020
61808:54A9D3E7E7CB952A=1320
61816:FF18DB1818DB18FF=1044
61824:FF666699FF996666=1224
61832:E3EB1CEBE3EB1CEB=1450
61840:DBDB24DBDB24DBDB=1386
61848:55AA77FFDDAA55AA=1275
61856:CC33CC33CC33CC33=1020
61864:3C5299A7E5994A3C=978
61872:C1E274381C2E4783=867
61880:FFE077BBDDEE07FF=1506
61888:FF00DF1014F70000=761
61896:FF819918FF000000=816
61904:FF7F1C4155140000=580
61912:E724BD813CE70000=876
61920:FF00630959E300FF=1142
61928:FFC3B1ADADADADA1=1480
61936:FF92732E0C040400=582
61944:9FCFF7F97BBCDEE7=1623
61952:FF03260C183261FF=734
61960:B1C1E5B1998DA7C3=1384
61968:0103060C1A366CC0=402
61976:80C06030586C3603=717
61984:A3D66D3A3A6DD6A3=1088
61992:9A3469D369349ACD=1038
62000:FFFF00D7D7D70000=1155
62008:EBEB2222BEBE0000=918
62016:FF478E1D3A74E8FF=1158
62024:00C168361C498000=583
62032:FCFC00FFCFDFFF00=1444
62040:FF00FFE7FF00FF00=1251
62048:FDFFFD00DFDFDF00=1430
62056:FFC3DB18DBDBDB00=1350
62064:FF00AA55AA55FF00=1020
62072:77BDF663290C1C08=742
62080:EFEF55FF00000000=818
62088:FF00EBEB00FF0000=980
62096:FF81422418FF0000=765
62104:AAFF00FF06666606=896
62112:FEC6E0FFFF000000=1186
62120:E7FF00FF00000000=741
62128:010E18332E5E5CB0=501
62136:80785C6E363B1D06=598
62144:FF808F8FFF007F00=1147
62152:FF00FFFFFF00FF00=1275
62160:FF95FFFFFF00FE00=1423
62168:FF3C66C300000000=612
62176:FF55FF005A5A1800=799
62184:DADA00FF00000000=691
62192:DDEDEB0000000000=717
62200:F6F600FF42FF0000=1068
62208:7E18DBFFFF000000=879
62216:EFEF0CEDE17F7F00=1206
62224:0000000000000000=0
62232:0000000000000000=0
62240:7C3A3D3F5E6C7C3C=692
62248:7CAAD6AAD6AA7C00=1186
62256:6C546C542A362A36=576
62264:3C3C66425A183C24=498
62272:0000000000000000=0
62280:A5E7E766A5E7E766=1458
62288:42A542A5A542A542=924
62296:E7E7E70067676700=1002
62304:E7A5E700A5E7E7A5=1419
62312:6666662400426666=612
62320:A5A5E72481E7A5A5=1287
62328:02EBB2670E60B6CE=1013
62336:4218D30430E20760=682
62344:FDFC5D00DFCFD500=1241
62352:FEFAF6FAD6AAFE00=1638
62360:FEFCFAF4EAD4AA00=1616
62368:FE82BAAABA82FE00=1310
62376:FEFAFAFAFAC2FE00=1702
62384:EEAAEE00EEAAEE00=1292
62392:FDFDFD00DFDFDF00=1428
62400:EE00B800EE00B800=850
62408:BCD9431BF8C01DBD=1157
62416:666DBDBBDDBE7E77=1243
62424:F1EFF5C6F8BFD81D=1610
62432:BB6DD6BB6DD6BB6D=1316
62440:F7E7D6A3CA9B5A9D=1459
62448:955D9D39B539B3E9=1106
62456:D7D7D700FDFDFDFD=1657
62464:FF81C3663C18FF55=1105
62472:E3B29BBEBF9AB3E2=1404
62480:E7D7E7D7E7D3EBF3=1812
62488:FBBBBBFB00BEBE00=1208
62496:BB45454545BBC7FF=1104
62504:EBD5A641B2D5EBF7=1552
62512:BBAAAAAA22AAAAAA=1190
62520:736B1B3B3D3D6D5D=632
62528:DEDEDFBFBFBBBC7E=1550
62536:FE5F6F3F370B0100=590
62544:FBB7B67CECD8C000=1384
62552:E8EFF7F7E6664240=1430
62560:F7CBD83C3DDBC76F=1316
62568:F7F7C3DB18FBFB03=1437
62576:DFDF07F0F7F7F700=1434
62584:FBFBEA00BFBFAE00=1292
62592:FE7D3B170F274381=711
62600:F9F900009F9F0000=816
62608:0000000F1E3E3FFF=425
62616:003E7F7FFDFAFDFF=1327
62624:7EFF7E7F0EF5FAFF=1398
62632:0000008087E7FFDEA=1052
62640:AF53045B0C000000=365
62648:FF7F7FBF77070100=827
62656:FFFFEFDFE7D1A000=1572
62664:FDECD5ACD8E00000=1314
62672:00000001030 30D1E=50
62680:000307EFF7F7FFFF=1253
62688:00E0F7EFDFFFFFFF=1698
62696:00000000 80C0F8FF=951
62704:000000000000070FE=366
62712:FE3F1F0000000000=348
62720:FFFE7D010C000000=647
62728:FFFEFFFEF8000000=1266
62736:F3CC3B0000000000=506
62744:C01C000000000000=220
62752:0000030707 3FFE3F=397
62760:070FEFD7EFFFEF1F=1240
62768:C0A3D7ABFFFFFFFA=1756
62776:00C0E0A0DCAF58A0=1219
62784:0000000000000000=0
62792:0000000000000000=0
62800:0000000000000000=0
62808:0000000000000000=0
62816:0000000000000000=0
62824:0000000000000000=0
62832:0000000000000000=0
62840:0000000000000000=0
62848:00000000000000FF0=255
62856:00000000FF000000=255
62864:00000FF000000000=255
62872:0FF0000000000000=255
62880:082A1C7F1C2A0800=291
62888:343434007A003434=382
62896:1834180018341800=200
62904:36366BDBDBD66C6C=1083
62912:726A726A726A726A=880
62920:7070383 81C1C2C74=552
62928:103870241F3E1C08=357
62936:18E8E818181717 18=606
62944:C3C3BBBBC3C3BBBB=1528
62952:94D86828291B1614=616
62960:385848300C121A1C=348
62968:7A0034007A003400=348
62976:1C0C34781E0F131C=304
62984:347A7A7A7A7A0034=714
62992:18007E0018180007E=324
63000:203C043C203C043C=312
63008:00FF00FFFF55AA00=1020
63016:3CC11CDDDDDDDD3C=1225
63024:7A7A7A7A7A7A7A7A=976
63032:7A00FDFDFDFD007A=1256
63040:6058647A7A7D7F00=780
63048:061E3A7A72E2FE00=810
63056:00FEE27A7A3A1E06=810
63064:007F7D7A7A645860=780
63072:0C3C78742E1E3C30=492
63080:7AFDFDFD7A003C00=1063
63088:8142241818244281=510
63096:62524A46464A5262=648
63104:0000000000000000=0
63112:0000000000000000=0
63120:000038E6AB57BA55=815
63128:0066CC993399CC66=969
63136:00663399CC993366=816
63144:EB952E5CAEC9E2D7=1338
63152:A70350FCBE767026=960
63160:4108C96336145D49=613
63168:0666618D6CA19918=792
63176:D070660D4886A733=862
63184:116274885D2E5688=776
63192:06178BD5B271D0F5=1125
63200:1010103838 3800FF=471
63208:FF00383838101010=471
63216:EDDAB468D4AE4783=1327
63224:B75B2D162B75E2C1=920
63232:3800380074FA0038=534
63240:C1E377281F377780=912
63248:83C7EE14E8ECEE01=1295
63256:6874687028301010=556
63264:000000007400FAFA=616
63272:0000E0FF00E00000=703
63280:0000000000000000=0
63288:0000000000000000=0
63296:0000000000000000=0
63304:0000000000000000=0
63312:0000000000000000=0
63320:0000000000000000=0
63328:0000000000000000=0
63336:0000000000000000=0
63344:0000000000000000=0
63352:0000000000000000=0
63360:0000000000000000=0
63368:0000000000000000=0
63376:0000000000000000=0
63384:0000000000000000=0
63392:0000000000000000=0
63400:0000000000000000=0
63408:0000000000000000=0
63416:0000000000000000=0
63424:0000000000000000=0
63432:0000000000000000=0
63440:0000000000000000=0
63448:0000000000000000=0
63456:0000000000000000=0
63464:0000000000000000=0
63472:0000000000000000=0
63480:0000000000000000=0
63488:C31DF82100DF1101=746
STOP
```

Hex Dump 3

And finally, that naughty bit of code which prints up the screens when you want them. As we mentioned earlier, this chunk of code is relocatable to anywhere that's convenient for you. For the sake of argument we've set the start address to 30000 and the length to 172. Save as SAVE "screen-PRINT" CODE 30000,172.

```
30000:010080110 0D03E00=416
30008:DD2100C02100DFD9=919
30016:1100F0D9D9D5D9C5=1318
30024:E5D9D1C1D96F2600=1214
30032:2929292929 19C5D1=636
30040:0604C5D50608C5E5=860
30048:D56E260029292929=525
30056:DDE5D119D1D50604=1116
30064:C5D5060 47E121323=618
30072:10FAD1EB01200009=752
30080:EBC110ECD1131313=946
30088:13E123C110D0D1EB=1140
30096:01800009EBC110C2=776
30104:D9D5C5D9DDE1D1C1=1692
30112:210000DD7E00DD23=636
30120:D5E56F0026 00195E=718
30128:E1E57CF65067737C=1254
30136:E6030707 07F64067=667
30144:E5086F2600292929=509
30152:09D1C506087E1223=608
30160:1410FAC1E1D123CB=1151
30168:4C28CBC900000000=517
STOP
```



STAR TIP 5

by Pete Cooke

It's an astounding thought, but true, that three of the most original and best selling games of the last 12 months, *Tau Ceti, Room Ten* and *Micronaut One* were all programmed by the same bloke. This talented 3Dologist is none other than **Pete Cooke**, our *Pitstop* special guest. Pete has spent a lot of time programming computer games, his first products coming out on the Richard Shepard Software label between 1983-85. First *Invincible Island*, then *Urban Upstart, Inferno* and finally *Ski Star 2000*. Moving over to CRL in 1985, he produced *Juggernaut*, and the *Tau Ceti* range of games (applause). Pete now works for Nexus and, having recently wowed us all with the excellent *Micronaut One*, is currently working on a top secret project. Coo-er-gosh.

The routine Pete has contributed to *Pitstop* is the fab keyboard scanning routine from both the *Tau Ceti* games and *Micronaut One*. It is an assembly routine, printed as such because it's easier to make out what's happening that way. So now you will be able to incorporate Pete's routines into your games, as the first step to implementing the sort of Windows, Icons, Mouse and Pointer type controls. This is just the first step, the rest is up to you.

Method

To substitute different key combinations in the routine, simply copy new values into the 5 byte table KEYTAB. The assembly listing is pretty self-explanatory, having piles of comment lines with details of how to use the program.

```
10          ORG  60000
20          ENT  60000
30 ;
40 ;
50 ;   YS_KEYS
60 ;
70 ;prog for your sinclair
80 ;
90 ;file for Hisoft GENS
100 ;assembler but should
110 ;be suitable for most
120 ;assemblers on the market
130 ;
140 ;Reads the keyboard
150 ;Returns with C
160 ;holding L/R/U/D/F
170 ;
180 ;bit 4,C left
190 ;bit 3,C right
200 ;bit 2,C up
210 ;bit 1,C down
220 ;bit 0,C fire
230 ;
240 ;bit set to 1 if pressed
250 ;
260 ;keys are chosen by
270 ;values in KEYTAB
280 ;
290 READKE LD   HL,KEYTAB
300        LD   BC,#0500
310 ;
320 ;5 keys to read
330 ;
340 READ_1 LD   A,(HL)
350        RRA
360        RRA
370        AND  #1E
380        LD   E,A
390        LD   D,0
400 ;
410 ;2*the row no
420 ;
430        LD   A,(HL)
440        INC  HL
450        PUSH HL
460 ;
470 ;save place in KEYTAB
480 ;
490        LD   HL,KEYADD
500        ADD  HL,DE
510        LD   D,A
520 ;
530 ;index port addresses
540 ;
550        PUSH BC
560        LD   C,(HL)
570        INC  HL
580        LD   B,(HL)
590        IN   A,(C)
600        INC  B
610        DEC  B
620        JR   Z,READ_2
630        CPL
640 READ_2 LD   E,A
650 ;
660 ;read the port
670 ;and flip bits if not
680 ;kempston
690 ;
700        POP  BC
710        POP  HL
720 ;
730 ;and get BC+HL back
740 ;
750        LD   A,D
760        AND  #07
770        JR   Z,READ_4
780 ;
790 READ_3 RR   E
800        DEC  A
810        JR   NZ,READ_3
820 ;
830 ;rotate L so bit needed
840 ;is in bit 0
850 ;
860 READ_4 RR   E
870        RL   C
880 ;
890 ;rotate the bit into C
900 ;
910        DJNZ READ_1
920        RET
930 ;
940 ;exit B=0
950 ;     C=keys
960 ;
970 ;A,HL,DE corrupt
980 ;
990 ;
1000 ;port addresses of
1010 ;the keyboard rows
1020 ;
1030 KEYADD DEFW 63486,64510,
     65 022,65278,61438,57342,
     49150,32766
1040    DEFW 31 ;*kempston*
1050 ;
1060 ;
1070 ;KEYTAB holds the position
1080 ;of each key as
1090 ;1/2 row no*8 plus
1100 ;distance from the edge
1110 ;e.g. P = 5*8+0
1120 ;     O = 5*8+1
1130 ;     Q = 1*8+0
1140 ;     4 = 0*8+3
1150 ;
1160 KEYTAB DEFB 5*8+1,5*8+0,
     2* 8+1,3*8+2,7*8+0
1170 ;
1180 ;set for O,P,S,X,space
1190 ;
1200 ;for a Kempston Joystick
1210 ;substitute
1220 ;
1230  DEFB 8*8+1,8*8+0,8*  8+3,
     8*8+2,8*8+4
1240 ;
```



STAR TIP 6

by David Jones

The *Magic Knight* series from MAD Games, a Mastertronic label, has been going on for years. This popular series began with *Finders Keepers*, was quickly followed by the big hits *Spellbound* and *Knight Tyme* until finally this year we saw *Stormbringer*. All four games are arcade adventures, featuring a unique system of pull-down windows called Windimation. This system has been much copied, and with good reason, the *Magic Knight* games are exceedingly popular!

The man behind these triffic games is David Jones. David, being an amenable sort of chap, has given us this interesting tip on how to finish your games professionally. We haven't seen this printed anywhere before, which is strange because it's so simple.

You remember when you draw a nice loading screen for your game or utility and put it on a cassette with your program? Don't you find it irritating when the filename of the program overwrites the picture, spoiling the effect? Well, now it can be told. The solution is in the way you save your programs to tape.

Method

Imagine we have a game which has a Basic loader called "MEGAZAP", followed by the loading screen "S", and finally the game, a code block 15000 bytes long starting at address 32000. To save your game to tape from your working copy, proceed as follows:

```
LOAD "MEGAZAP"
SAVE "MEGAZAP" LINE 10

CLEAR 26200
LOAD ""CODE 32768
SAVE "S" CODE 32768,6912

CLEAR 31999
LOAD "" CODE 32000
SAVE CHR$ 22+CHR$ 1+CHR$ 0+"Byte
s:" CODE 32000,15000
```

How this all works is really very simple. The CHR$ coded save instruction performs the function of (1) giving your code block the filename "Bytes:" and (2) backspacing the filename and OVERing it over the prompt onscreen, fitting exactly over it and rendering it invisible! See, we said it was simple.

Many thanks to David for this important tip, and we look forward to seeing more from him later in the year.

WANTED

Okay team, so you've had requests for fancy loaders and sprite routines, what shall we give you this month? That's it, Hi-score tables! Let's see your fabbest hi-score tables, scrolling, flashing, sit-up-and-begging, the whole bit. But the trick is, it's got to be fairly short. Sure you could do a lot of things in 10K, but what space would you have left for the flippin' game, hmm? So get weaving, and keep it as brief as possible. Send your programs, with a tape and full documentation to: HI-SCORES, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

"MISS THIS AND YOU'RE MISSING THE BEST PROGRAM OF THE YEAR!" ZZAP! 64

WIZBALL

Available NOW for the SPECTRUM & AMSTRAD

SPECTRUM £7.95

COMMODORE 64 £8.95 AMSTRAD

SIZZLER

THE REVIEWERS ARE RAVING...

"WIZBALL IS THE FINEST RELEASE THIS YEAR"

"At last, something to enthuse about!... A breath of fresh air... A very individual concept... loads of neat touches... gorgeous animation... I could go on and on... the music and sound effects are great... It's a distinctly professional production, its style and content placing it head and shoulders above existing software... **Wizball is simply brilliant** - one of the best presented, most graphically and aurally attractive and addictive pieces of software available."

"**Wizball is the finest release this year.** The scenario and game design are so original... Playing is a joy... The graphics, sound and general presentation are second to none, and combined with the thoughtful attention to detail and the comprehensive series of game variations, you end up with something rather special. Don't delay, go to your software shop and say 'Mr. Retailer, swiftly hand me a copy of Wizball so that I can go home and play it forthwith'. '**An essential purchase**'.

"A superlative piece of software. Slick in virtually every aspect, wholly original and immensely playable." ZZAP! 64

Screen Star

"The sound throughout is great. This is definitely one groovey game... Enough imagination has gone into it to make it different and still keep it immensely playable. Graphics are fab!"
COMMODORE USER



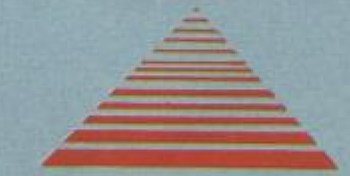
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G

DATEL ELECTRONICS

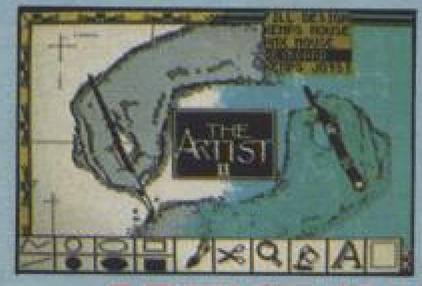


GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Full optical operation for superb accuracy.
- Comes complete with interface – just plug in and go!
- Compatible with Artist II (see offer) and OCP Art Studio.



ONLY £39.99 COMPLETE





ARTIST II ILLUSTRATOR

- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program – bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list – it is safe to say it has them all!

Special Offer – Buy Artist II & Genius Mouse system for only £49.99 POST FREE!

State 48K or 128K version of software required.



ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the lego publication "Make and program you own robots" was based upon.
- Comes complete with cables.
- Easy to use.

ONLY £29.99



EXTENSION CABLE

- Distance peripherals from your computer.
- 56 way.
- 6" extension.
- Top quality connections.

ONLY £8.99



LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Animate screens from memory.
- Menu driven.
- Complete package includes lightpen & interface plus software.

ONLY £14.99



INTERPRINTER

- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- Microdrive compatible.
- Tasword 2 compatible.
- Hires screen dump (Epson).
- Easy to use.

ONLY £24.99



16K RAMPACKS FOR ZX81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K!
- Limited amounts at these prices.
- Send now.

ONLY £5.99



TWO WAY EXTENSION

- Allows two peripherals to be connected together (memory conflicts allowing).
- 8" long.
- Top quality connections.

ONLY £10.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ....

BY PHONE




0782 273815
24 hr Credit Card Line

BY POST




Send cheques/POs made payable to 'Datel Electronics'

BY PRESTEL/FAX

Prestel Pages # 25880000A

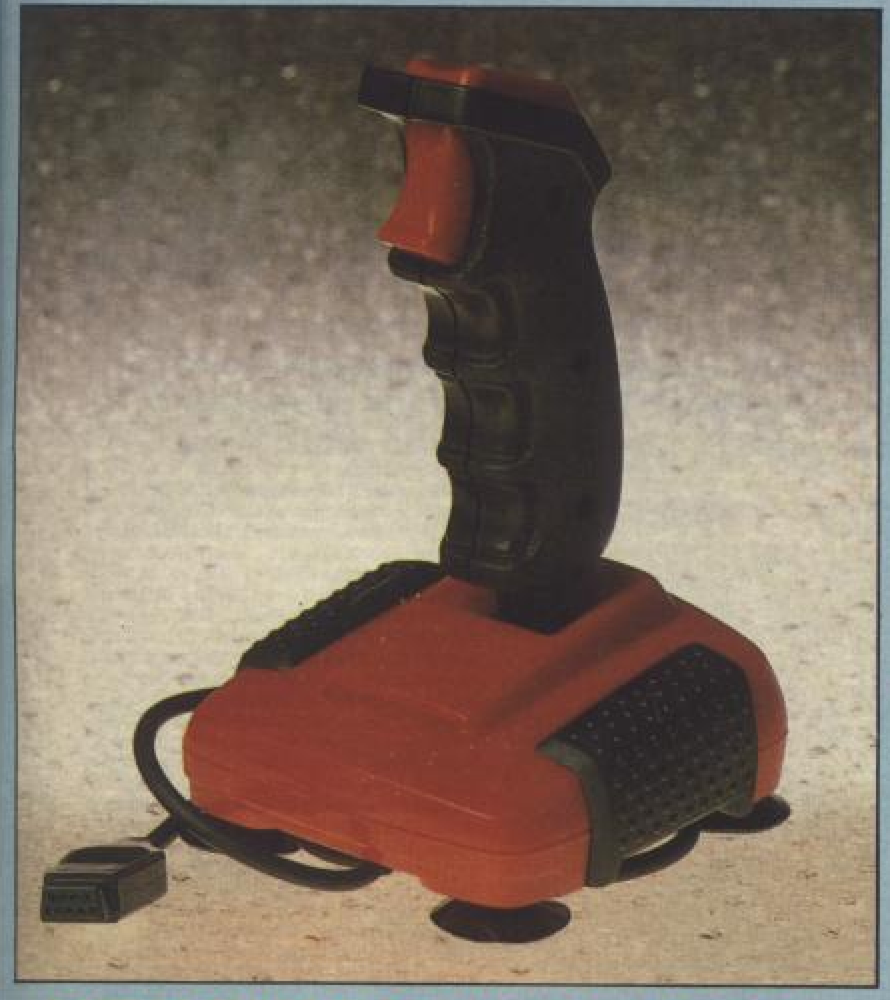
Fax Orders
0782 264510

DATEL ELECTRONICS

UNITS 8/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT.

SALES ONLY	TECHNICAL ONLY
0782 273815	0782 202258

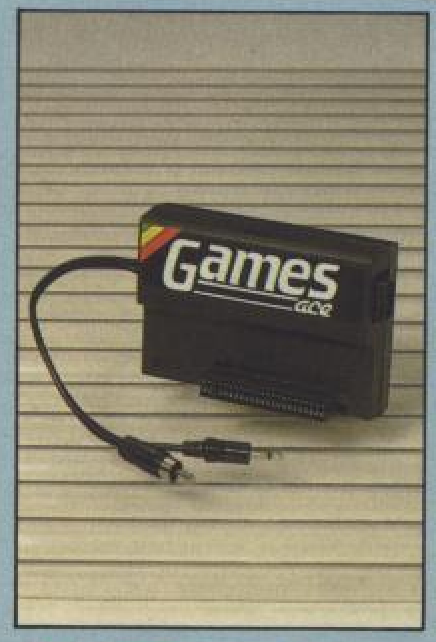
DATEL ELECTRONICS



NEW QUICKSHOT TURBO

- ❏ Complete with interface – plugs straight into Spectrum (all models).
- ❏ All the features of the best selling Quickshot II plus:
- ❏ Microswitch action for even longer life.
- ❏ Extra rigged construction.
- ❏ Superb styling.

ONLY £17.99 COMPLETE



GAMES ACE

- ❏ Joystick interface & sound booster.
- ❏ Accepts any 9 pin joystick for maximum compatibility (Kempston system).
- ❏ Plus – delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II

£17.99

or complete with Quickshot Turbo

£21.99



DIGITAL SOUND SAMPLER

- ❏ Allows you to record any sound digitally into memory.
- ❏ Replay at variable pitch or with amazing effects.
- ❏ Forwards/backwards/with reverb/echo/flanging etc., etc.
- ❏ Fully menu driven.
- ❏ On screen keyboard and frequency plotting etc.
- ❏ Full 8 bit conversion.
- ❏ Complete hardware/software package.

ONLY £34.99



SNAPSHOT II

- ❏ Now you can backup your games to microdrive or tape.
- ❏ Simply press the button to "freeze" the program.
- ❏ Save to microdrive or tape.
- ❏ Special compacting techniques.
- ❏ Add pokes or peek program then restart.
- ❏ All backups restart from the point they were saved.
- ❏ Built in joystick interface (Kempston system).

£24.99 POST FREE

+2 JOYSTICK ADAPTOR LEAD

- ❏ Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- ❏ Supports rapid fire models.

ONLY £2.99



SWITCHABLE JOYSTICK INTERFACE

- ❏ All three joystick systems at the flick of a switch.
- ❏ 'Kempston' – 'Cursor' – 'Interface II'.
- ❏ Accepts any 9 pin joystick including rapid fire models.

ONLY £8.99

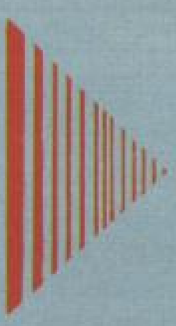
Complete with Quickshot II

£14.99

Complete with Quickshot Turbo

£18.99





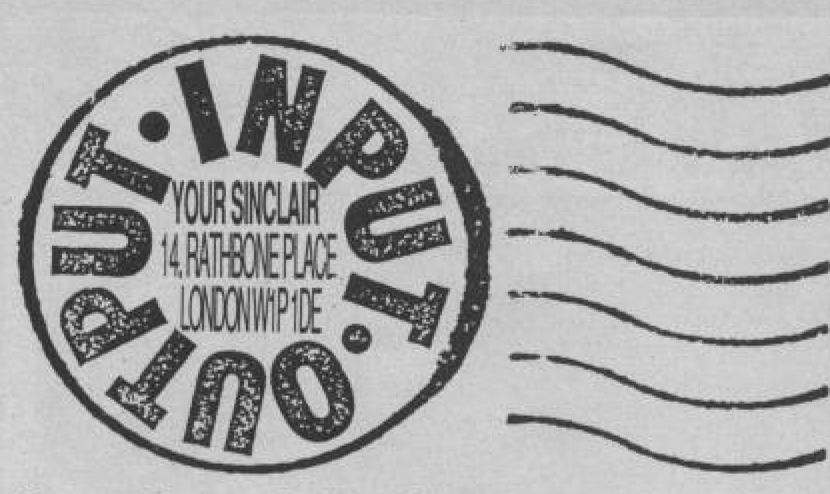
QUICKSHOT II

- ❏ The world's top selling joystick.
- ❏ Complete with interface.
- ❏ Plugs straight into Spectrum/Plus/+2 etc.
- ❏ Maximum compatibility (Kempston system).
- ❏ Auto fire/rapid fire.
- ❏ Stabilizing suction cups.
- ❏ Top & trigger fire buttons.
- ❏ Complete – no more to buy.

ONLY £13.99

HARDWARE

■ RAM music machine, boxed as new. Includes programme to allow Cheetah drums to load. Swop for proper printer (not 2X or Alphacom) or Multiface 128K, or sell £30. Andy (0787) 313220.
■ 48K Spectrum with 25 games. Excellent condition with black and white monitor free! Cost £225 willing to sell for £125 ono. Write to Paul, 125 Northview Drive, Westcliff on Sea, Essex SS0 9ND.
■ Spectrum+ for sale plus £200 worth of games, Kempston interface, tape recorder. All for £125. Phone between 4-6pm. Ask for Mart (0448) 53644.
■ Mitchel 12ft telescopic fishing rod swop for printer or Spectrum or good software, also *Lord Of The Rings*. Offers of money or software. Vince Butler, 12 Park Road, East Shilton, Leicester.
■ Spectrum Plus (48K), Datel interface, Quickshot joysticks I and V, £300 software, £30 worth of mags, ZX printer-needs looking at. Will listen to offers. Phone Mark after 4pm (0383) 414002.
■ For sale: Kempston interface and Currah slot. Worth £15 will sell for only £8. Write to David Wilson, 41 Marton Grove, Hatfield, Doncaster, S. Yorks ON7 6JB or phone (0302) 842735.
■ Spectrum speech, sound, joystick interfaces. Phone (0384) 892554 or write to Paul, 40A Union Street, Lye, Stourbridge, W. Midlands DY9 84J for details. Also available, book of over 200 POKEs for just £2.
■ Spectrum Plus, over £400 of games, Kempston interface, Quickshot II turbo, Cheetah data recorder only £200 ono. Phone (0480) 65601, ask for Pete.
■ Spectrum Plus, Kempston interface, joystick, data recorder, all boxed, cost over £250 sell £150, negotiable. Phone 01-471 8265 after 5pm, ask for Santosh.
■ Speccy Plus, Quickshot, interface data recorder and £40 software including *GAC*, *Adrian Mole* and *Durell Big 4*. Phone Stuart on Crofton (0924) 862105 after 4.30 on weekdays, not weekends.
■ Spectrum 128K, tape recorder, joystick plus interface, over 500 games worth over £450, all boxed and as new including many new games and a 22in colour TV, £250 ono. Phone (0899) 20821 after 5pm. Hurry.
■ Hey! Beta+ disc interface and 5¼in double sided drive with PSU for 48K Spectrum. Magic button transfers/loads any 48K program in eight seconds! £150. Phone Andy on 01-337 8932.
■ VTX 5000 modem, £25 inc P&P. Phone R Vale (0344) 428487.
■ Spectrum 48K with data recorder, manuals and 20 software tapes. Interested? Call Dean on 01-669 2555 anytime. I'm waiting for your call.
■ 128K +2 plus colour TV plus computer desk plus software and mags. Worth over £800 will sell for £450 ono. All items in perfect condition. Tel Sheffield 314893 after 6pm.
■ ZX Spectrum+ with cassette recorder, sound boost, joystick, Kempston compatible interface, loads of games and user manuals. Excellent condition £175. Phone Havant 0705.
■ ZX Spectrum+ including dk'tronics interface, Cheetah 25 joystick and datex micro stick plus over 80 originals including *Enduro Racer, Army Moves, Killed Until Dead, Metrocross* and many more. If interested write to Peter Cudby, 37 Crosthwaite Court, Moorclose, Workington, Cumbria CA14 3SQ.
■ Spectrum 48K computer, microdrives, 120 cartridges, Kempston joystick, interstate interface, RAM music machine, Multiface One, Hitachi B+W monitor, Timex printer, many games, the lot for £270, will split. Tel Martin (0204) 795577.
■ 48K Spectrum, 2 data recorders, 2 joystick interfaces, joystick (Kempston), over £130 worth of games. Good condition. All leads supplied. £70 ono. Tel Paul, Walton on Thames 228260 after 4pm.
■ QL expanded 384K RAM, colour monitor, twin Mitsubishi 3.5in disc drives, Epson FX80 printer. All leads. Software. Ice ROM. Books. Must sell. £550 ono. Brian Peters (0353) 861863 most evenings.
■ 4 data tele text adaptor for any Spectrum, sell for £50 or swop for a micro drive and interface One. Please phone Tony after 6.30pm (0908) 615152.
■ Spectrum +2 for sale, full kit as sold by Dixons plus over £300 worth of software, all latest games plus magazines, £225 ono. Phone 021-421 3640, ask for Nigel.
■ Speccy +2 coming so I am willing to swop my Speccy Plus. Still boxed with accessories for one of these: good modem, music machine, or Cheetah sound sampler. Make a guy happy phone any offer to (0228) 29909.
■ Spectrum 128 joystick/interface over £800 worth of software including *Adv. Art Studio, LCP, Sportspack, Starglider, Sentinel, Uridium, Paperboy, Tau Ceti (128), Fairlight/ II (128), Trivial Pursuit*. Over 50 mags. Asking £175. B'Ham 021-707 5496.
■ 48K Spectrum, dk'tronics keyboard, Alphacom 32, printer, data recorder, joysticks, software, books, manuals, magazines worth over £600. Excellent condition. £115 ono. Tel Derby 519688 after 4pm.
■ For sale Spectrum 128K+2, Sinclair joystick, 6 games pack. Unwanted gift. Boxed, under guarantee. Mint condition £120. Write to: Martin Kelly, 35 Ashford Drive, Sacriston, Durham DH7 6BB.
■ Help me, I need a Multiface One fast. I am willing to pay £20 but it must include full instructions on how to use it. Phone Brian after 5pm on 051-486 0656.
■ Speccy 128K, data recorder, old colour TV, over £150 worth of games, lots of mags and books, joystick and interface. Cost over £450, sell for £200 ono. Phone (0899) 20821 and ask for Darren. Free working ZX81.
■ 48K Spectrum, over 30 games, Kempston joystick interface, magazines and books. £100 ono. Tel Blackburn (0254) 86308 after 6pm.
■ 128K+2 Spectrum and joystick and £180 worth of recent hit games from *Zub* to *Nemesis* to *Starglider* to *GAC*. All excellent condition for £160. Tel Philip (05395) 60656.
■ For sale: 48K Spectrum, Lo-profile keyboard, joystick interface, joystick, Alphacom 32 printer, Currah microspeech, 27 cassettes, 3 cartridges. Cost over £350 will sell for £200. Phone (0724) 863882.
■ Quad 33/303 Hifi stereo amplifier, 45 Watts RMS per channel. Tape, radio and disc inputs. £90 or swop dataskip digitiser dot matrix printer in working order. Pete Delaney, 65 Highbury Avenue, Irlam, Manchester M30 6BU.
■ For sale: ZX Spectrum 128K, interface one, two microdrives, dk'tronics lightpen, software, books and ten cartridges for £150 ono. Tel (0754) 5788 in the evening, ask for Stephen.
■ Bargains: Spectrum 128 (needs amplifier) plus 51 tapes, only £60. Disciple disk interface £30, multiface 128 £20. Phone 091-454 2568 after 5.40pm and ask for Robert.



Swopping or Selling? Hardware or Software? Looking for someone to talk to out there? Then put your Free ad here in YS, stand back and wait!

SOFTWARE

■ Wanted: *Dead or Alive, GAC, Prize*. A lot of recent games to swop for it. Just write to the address below for more information. Ricardo Pereira, Rua das Rosas, No 36, R/C ESQ, Moreira-Maia, Portugal 4470 MAIA.
■ I want *World Games, Cobra, Tarzan, Enduro Racer, Road Runner, Paperboy, Speedking 2*, for *Elite, Art Studio, Benny Hill, Spindizzy, Saboteur, Sigma 7, Cyberun, Short Circuit*. I have other games to swop, send your list. Fabrizio Bianchi, Via Aldo Moro 7, Genzano, (Roma) Italy 00045.
■ 48/128K games to swop! Send your list to C K Man, Westerstraat 16, 1441 As Purmerend, Holland.
■ Games! Games! Games! You want them, I got them. Send your list for mine in a SAE. I wanna swop stuff like *Mad Max, Cobra, President, Arkanoid, Ranarama* etc. Stephen Hennessy, 16 Wren House, Gernon Road, London E3 5DJ.
■ 48/128K software. Does anyone anywhere want to swop software with me? Write to Jimmi Neilsen, Vestergaardsvej 40 STV, 2600 Glostrup, Denmark.
■ Spectrum games for swops. Will swop for *Gauntlet, Nemesis, Space Harrier* plus many more good games. Contact Chris Yeomanson, 42 Jervis Avenue, Eastbourne, East Sussex BN23 6DS.
■ Swop *Grange Hill, EastEnders, League Challenge* for any two of *Super Soccer, FA Cup, Maradonna* or just *Brian Clough's Football Fortunes*. Write to Steve Harrison, Fleur De Lys, Sheffield Road, Unstone, Sheffield S18 5AA.
■ I have over 200 games to swop. Send your list for mine. All letters guaranteed an answer. Johnathan Smith, No 5 House, H.M.C.G Fifeness, Crail, Fife KY10 3XN.
■ Latest software titles wanted urgently for 40K Spectrum. Please send your list and terms to Will Denissen, Kapelmeesterlaan 601, 50Y9NH, Tilburg, Holland.
■ I would like to swop *Turbo Esprit, Spy Hunter* and *Saboteur II* for *Nemesis* and *Scalextric*, others will be considered. Please phone (0846) 693197 and ask for Nicholas.
■ Will swop *BMX Simulator, Handball, Maradonna, Hardball* for *Saboteur II* or *Barbarian*. 3 for 1. Andrew 061-626 2409.
■ Will swop *FB's Boxing, Sold A Million 1, View To A Kill* and *Butch Hard Guy* for *Enduro Racer, Army Moves, Mad Max* and *Quartet*. Phone Roland between 3-6pm in the week. (0243) 830697.
■ Spectrum 48K will swop *Elite* for *Gauntlet* and *1942*, and maybe *Scooby Doo*. Phone 051-531 7178.
■ Will swop *Sherlock, Caves Of Doom, Alien Highway, Encounter 2* for *Ace, XARQ* and any other games. R Clark, 49 Mercia Avenue, Charlton, Andover, Hants SP10 4EJ.
■ Will swop *Rocco, Transformers, Engima Force, Monty On The Run, VU3D, Ugh, Mutant Monty, Ghostbusters, Booty, Knight Tyme*. All these for *The Quill*, Z80 Reference Guide, Spectrum Machine Language for the Absolute Beginner and The Datel-Lightwriter. James Altenberg, Ty Bryn, Tregew Close, Flushing, Cornwall.
■ Will swop *Rescue On Fractalus* and *Thrust* for *Dambusters* and *Fairlight* or both for *Silent Service* or *Glider*. All other offers/ swops considered. Phone (06687) 291, ask for Howard.
■ I want *Gladiator* 128K. Swop for *Matchday* 128. Originals please! Call me, Steve, on Heysham 51303 or (0898) 600569 if you want *Hollywood Highschool Hot Cats, Perverts, Who Is Kim Boardman?*
■ Will swop *Chiller, Rattler, Special Delivery, Chequered Flag, Incredible Shrinking Fireman* and also *Jack The Beanstalk* (pick any one) for *Contact, Sam Cruise, Dragons Lair* or *Paperboy*. Phone (0879) 854247.
■ Swop *Trivial Pursuit* and *Young Ones* for *Sam Fox* and *Superbowl* or *Vulcan*. Write to C O'Toole, 25 Hayward Street, Shelton, Stoke on Trent, Staffs ST4 2RB.
■ Swop *Arcadia, World Cup, Waxworks, Lazerzone* for either *Army Moves* or *Summer Games* or *Saboteur 2* or any offers. Peter Daniels, 1 Green Hall Park, Bishop Stortford, Herts CM23 4EW.
■ Games to swop. Your list for mine. I have *Leaderboard, Fist 2* etc and I want *World Games* or other sports simulators. Sanjoy Sen, 4 Snipe Close, Holymoorside, Chesterfield, Derbyshire S42 7HD.
■ I want to swop games like *Eureka, Hobbit, Airwolf* and *Zub*. Send your list. Contact Graham Farquhar, 21 Juniper Grove, Craigshill, Livingston.
■ Over 300 titles to swop including *Avenger*, and *Lightforce*. Send your list for mine. All letters answered. Write to: Matthew George, MS/RB/11/50/1, C.rly Qrtrs, Behind Sion Hospital, Sion, Bombay, India 400022.
■ I badly need *Batman* and *Army Moves*. Will swop for Ocean's *Head Over Heels, Cobra, Superbowl* and *Great Escape*. Phone (08687) 23283 and ask for David. (Originals wanted).
■ Swop *Nightshade, Doubletake, Trailblazer, Bounder* and many old games. Write to Claudio Rivera Redrado, C/Palacio Valdez, No 5 Torremolinos, Malaga 29620, Spain.
■ Speccy owner wants to swop all the newest games with you. I'll answer all letters. Please enclose list if possible. Torben Jenson, Baunevej 20, Agerup, 4000 Roskilde, Denmark.
■ Will swop *Rambo, Ghostbusters* for *Spy Vs Spy, Island Caper* and *Airwolf, Backpackers, GTT Universe* for *Fat Worm* or all for the two. Please phone Gary (0492) 514507.
■ Swop my *Livingstone* for your *Auf Wiedersehen Monty*, also my *Enduro Racer* for your *Exolon. Five Star* and *Legend Of Rage* for *Tai Pan*. Reply guaranteed. Wayne Winter, 20 Crolon Way, Banham, Norwich, Norfolk NR16 2EY.
■ Will swop *Thing Bounces Back, Stormbringer* and *Bombjack* for *Starglider*. Write to: D A McGregor, 36 Portland Street, Leek, Staffs ST13 6LA.
■ Will swop *Biggles* and *Stainless Steel* for any good shooters, eg *Light Force, Terra Cresta*. Tel Swindon (0793) 093482 after 4.15. Ask for Brian.



●BOOK YOUR FREE AD HERE

If you'd like to advertise in Input/Output, please write in BLOCK CAPITALS below and send the coupon to Input/Output *Your Sinclair*, 14 Rathbone Place, London W1P 1DE — oh, and don't forget your address and phone number. We can't accept any software sales, and this service is only available to private advertisers.

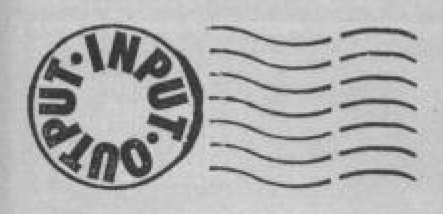
Please enter my advert under the following classification:
☐ **Hardware** ☐ **Software** ☐ **Wanted** ☐ **Messages & Events** ☐ **Pen Pals**

Name ....

Address ....

.... Postcode ....

MAGAZINE HEALTH WARNING:
Think before you snip — most people use a photocopy instead. **YS 22**



WANTED

■ Cheap Speccy wanted. Non-worker considered if repairable. Any peripherals considered if cheap enough. Ring (0287) 43858.

■ Help. I need *Chuckie Egg One*. I will swop any of the two games *Auf Wiedersehen Monty*, *Infiltrator* or *Arkanoid*. Before I go mad send to Jonathan Lynch, 41 Saul Road, Downpatrick, Co Down, N. Ireland BT30 69A.

■ I want a rubber key Spectrum keyboard. Will pay cash or swop software. Rod Tregale, 95 Howard Way, Slough, Berks SL2 1LB.

■ Will swop my Spectrum for your *Star Glider* 128. Write to Kim Durose, 63 Thomson Drive, Codnor, Derbys DE5 9RT. NOW. I'm desperate.

■ Wanted — Multiload or *YS Megabasic*. Will swop Currah speech unit. Write to Colin Smith, 102 Bulloch Crescent, Denny, Stirlingshire FK6 5AL. Please enclose a SAE for reply.

■ Wanted urgently! *Your Spectrum*: 2,4. *Crash* 1, 2, 7, 12. £2 each if in good condition. Write to Simon Maxwell, 11 Wilton Crescent, Wimbledon, London SW19 3QY.

■ Wanted urgently. Robotek from Datel and a metal detector. Cash or have zillions of things to swop for them. Write to David Muluihill, Lisaniskey, Ballymahon, Co Longford, Ireland.

■ ZX80 computer and 16K RAM pack from ZX81. Must be in good condition and have manuals. Will pay reasonable price. Carlos Pereira, Prof Hernani Cidade, 13-2-B, Lisboa, Portugal.

■ Wanted — modem suitable for 128K Spectrum, lightpen, Multiface One and ZX printer. Write to Phil Halstead, 6 Brisbane Road, Largs, Ayrshire, Scotland KA30 9EU.

■ Wanted — *Sentinel*, *Leaderboard* or *LCP* for *Fighting Warrior* or others. Ring (0933) 676456 and ask for Kieron.

■ Wanted — *Great Escape*, *Starglider*, *Durrell* games and others considered. I have got *Dan Dare*, *Heartland* and many more. Phone 01-263 9825 after 4pm and ask for Sam.

■ Wanted — rubber keyboard Spectrum in working order. Will buy or swop for lightpen, *Uridium*, *Martionoids* and *Great Escape*. Write to Julie, 212A Old Birmingham Road, Marlbrook, B'Grove, Worcs. Letters answered.

■ Wanted — *Elite*, excellent condition. Maybe swop two for one: choose from *Nemesis*, *S. Steel*, *W. Games*, *G+Goblin*, *Commando*, *Starion*, *Gyroscope*, *Zorro*, *Uridium*, *Nightshade* also *Budgets*. For more info phone Worcester 425278 and ask for Nick.

■ Wanted — terminal emulation and user to user software on cassette for VTX5000 modem. Please phone Gary on 091-2635766.

■ Urgently wanted — ZX printer. Will pay £20 or will swop for *Theatre Of Europe*, *Dan Dare*, *Feud* and *Rock 'N' Wrestle*. Write to Frank Wallace, Springfort, Charleville, Co Cork, Ireland.

■ Wanted — *Starglider*. Will swop *Paperboy*, *Feud*, *Space Harrier*. I have 300 games to swop. Send offers to Paul Murphy, 18 Buckton Road, Borehamwood, Herts WD6 4HN. Ring 01-207 5484.

■ *Your Spectrum* 48K issue 3, also suitable assembler/dissembler. Will swop for Trojan lightpen boxed and full instructions. Steven Hyde, 42 Peel Road, Warwick, Warwickshire.

■ Opus disc drive for Spectrum computer. Must be in good condition. Good price paid. Phone John 041-941 2802.

■ Wanted — tips for new Multiface One user. Also games to swop — all letters answered. D Phillips, 15 Herbert Street, Treorcity, Mid-Glamorgan CF42 6AW.

■ Wanted urgently — *Understanding Your Spectrum*. Dr Ian Logan, 9 Conrad Road, Lowestoft, Suffolk NR33 8QB. Tel 65487

■ Multiface One and printer for +2. Will pay or swop software titles including *Euduro Racer*, *Lord Of The Rings*, *It's A Knockout*, *Five Star II*, *Great Escape*, *Durrell Big 4*. All letters answered. David Gill, 24 Hillcrest Drive, Denholme, Bradford, West Yorkshire BO13 4JQ.

■ Wanted *President*, *Leaderboard*, *Enduro Racer*, *Uridium* and *Bismark*. I'll give you any two of these: *Hardball*, *Miami Vice*, *Critical Mass* and *Kung Fu Master*. Amazing! 041-954 9393 ask for Ken.

■ Wanted — *Cobra*, *Uridium*, *Green Beret* or *Sold A Million II*. Andrew Hall, 34 Ville Road, Ashby, Scunthorpe, S Humberside DN16 2NW.

■ Wanted — Dataskip Picture Digitiser. Must be in working order. Swop Datel Digital Sound Sampler and Rotronics Wafadrive or pay up to £40. P Delaney, 65 Highbury Avenue, Irlam, Manchester M30 6BU.

■ Wanted — *Highlander*. Will swop for one of the following: *Xarq*, *Nosferatu*, *Avenger*, *Galvan*, *Trail Blazer* or *Future Knight*. Write to Russell Bibb, 206 Barn Lane, Olton, Solihull, West Midlands B92 7LY.

■ Wanted — *Sam Fox Strip Poker*. Will swop one of: *Jack The Nipper*, *The Boggit*, *PSI Chess*, *Apache Gold*, *T.B.V.C.A.*, *Eureka*, *Hunchback Adventure*. Must be a 128K version. Ring Noel on (0663) 63254.

■ Wanted badly — *The Quill*, *Illustrator* and *Patch* for 48K Spectrum. Will swop *Elite* and *Tasword Two*. Phone Greg Russell on Medway (0634) 55422 after 7pm.

■ Wanted — assembler/dissembler for Spectrum 128. Write with price to D Humphries, 37 Mayfield Road, Rainbow Hill. Worcester WR3 8NS.

■ Interface One. Alphacom printer, either one or both. Swop *Ace*, *Snooker*, *Paperboy*, *Endurance*, *Ninja Master*, *Red Arrows*, *Wind Surfer*, *Rally Driver* plus cash. Interface and printer must be in good condition. Robbie Beckwith, 15 Toft Crescent, Murton, Seaham, County Durham SR7 9JG.

■ Wanted — Spec-mate back-up interface. £15 or swop for software. Please write to Johan Maim, Frostgatan 234, S-260 35 Odakra, Sweden.

■ Has anyone got a modem or Currah speech to swop for *Gauntlet*, *Shadow Of The Unicorn* and *Infiltrator*. Call Justin on (0294) 56411.

■ Wanted — *Enduro Racer*, *World Game*. Will swop for two of these: *Streethawk*, *Pippo*, *Tomahawk*, *Daley Thompson Supertest*, *Daley Thompson Decathlon*, *Airwolf*, *League Challenge*, *3D Starstrike*. Please phone Richard (0703) 737729.

MESSAGES, CLUBS & EVENTS

■ Birroua loony? Eat squid? Love Frankie? Wanna meet similar people? Breed Turtles! Read cult magazines! Change your name to Robin! Write to Bang Propaganda, 14 Dunbar Avenue, Beckenham, Kent BR3 3QR.

■ *POKEs Unlimited*! Magazine with POKEs and compos only 50p + SAE. Give your Speccy a treat and send to *POKEs Unlimited*, 125 Northview Drive, Westcliff on Sea, Essex SS0 9ND.

■ New! Tape mag for any Speccy. 100 pages or reviews, previews, POKEs, hacks, letters, software exchange and more! Send 50p to Specsoft, 89 Kingsdale Crescent, Bradford, West Yorkshire BD2 4DP.

■ POKEs for sale! Any POKEs or maps for the Speccy 48K or the 64K MSX? Great bargain, only 50p for pages of POKEs, mags and games tips. Phone (0383) 414725 or (0383) 418967 after 7pm. If one number is engaged try the other.

■ Having trouble completing your games? If so contact me. I have hundreds and hundreds of POKEs. Send your list to B Swinsloe, 37 Broomfield Drive, Hooe, Plymouth, Devon PL9 9PG. Guaranteed replies. Send now.

■ Game solutions on VHS video only, like *Fist II*, *Impossible Mission* and many more. 6 on tape for £6, 10 on tape for £10. Make cheques payable to Barry Davison, Kellys Retreat, Otterham, Near Camelford, Cornwall PL32 9TA.

■ Get into PBM. Send an SAE for free details of 3 amazing games — *Football*, *Rugby*, *Sleuth*. Write now to Neil Moulding, 46 Park Avenue, Allerton, Bywater, Castleford, West Yorks WF10 2AS.

■ If you want to join a Spectrum club in order to exchange POKEs, adventures, help etc write to Spiros Daskaleas, 38 Goura Street, Pireaus 184 52, Greece. Answer guaranteed.

■ S.V.V.G. tape mag is the best. Keep up the good work Dave. The Haggii Head-Hunter.

■ Software exchange club. Spectrum software swopping club. Free membership. Just send an SAE for more details and a membership form. Write to SSSC, 178 Forest Road, Kingswood, Bristol BS15 2EN.

■ For the latest issue of *Restart* — the Spectrum games magazines — simply send 40p and a stamp to Restart, 1 The Beams, Ufton Close, Willington Street, Maidstone, Kent ME15 8EH.

■ Will swop original *Gauntlet* for *Enduro Racer* or *Last Ninja*. Write to Jason Djang, 95 Norbury Road, Ravenscliffe, Bradford, West Yorkshire BD10 0HJ. Send as soon as possible.

■ Hi Jeanne. It's Dan here, just writing to say how much I love you. I'd even throw my Speccy away just for you. All my love Danny xxx.

■ PBM game *Rugby League Challenge*, can you win the league and cup double? For further details send SAE to Camelot Games, Cae Ymryson, Caernarvon, Gwynedd, North Wales LL55 2CR.

■ Play *British League*. New PBM soccer game. No charge just SAE each turn. Send SAE for details. Andy McHaffie, 44 Central Avenue, Troon, Ayrshire KA10 7BD.

■ POKEs, POKEs, POKEs!!! 50 POKEs for top games including *Gauntlet*, *Enduro Racer* etc. Send 50p plus SAE to Phil Halstead, 6 Brisbane Road, Largs, Ayrshire KA30 9EH.

■ Software exchange club. Free membership. Exchange your unwanted originals cheaply. Send SAE for details and free membership to: On-Spec S.E.C., 23 Florence Road, West Bridgford, Nottingham NG2 5MR. Originals only.

■ *Zoom In* with us. We review many new games as well as holding competitions. Only 35p. Make cheques out to Steven Surridge, 49 Hamilton Road, Binstead, Isle of White PO33 3QY. You can't go wrong with *Zoom In*.

■ If you want access to over 700 POKEs for over 150 games, then send £1.75 to Grant Edwards, 19 The Maltings, Kings Langley, Herts WD4 8QL or £1 for a ten page sample list.

■ *Joystick Required*. Free fanzine for the Spectrum and ST. Just send a SAE to Joystick Required, 41 Abbotswood, Guildford, Surrey GU1 1UZ. As we've got room left. Hi there Joey! Al.

■ To Madonna, Maria Whittaker, Sam Fox, Whitney Houston, Kelly Le Brock, Twaney Kitean, Sybil Clamming, Sheree Begaman and any other of my personal friends, hello. David Wakefield.

■ David Wakefield fancies Sheree Begaman. Tell her from Bil A Bong.

■ July issue of *Top Secret*, a new mag! Send 49p and a 20p stamp to Top Secret, 9 Burnside Close, Hatfield, Herts AL10 0QU, and don't miss our 200 POKEs tape.

■ Micron BB5 called Voyager now on line. Tel: (030678) 406. Ring back 6pm to 8pm daily. Voyager is located in Dorking (Surrey). Sysop: Alastair Gould.

■ POKE magazine full of tips, maps, charts and compos. Price 50p including post and packaging. Send Cheques/Postal orders to Phil Palmer, Claremont, Searle Street, Crediton, Devon EX17 2DB. July issue now. Direct postage.

PEN PALS

■ Hi you British folks! 11 year old male looking for female pen pal. Must be a bit of a freak and 11-15 years old. You don't have to have a Speccy. I'm Stuart McKenna, 15 Matfen Court, Sedgefield, Stockton on Tees TS21 2JB.

■ If you like Pina Colada, getting caught in the rain, if you're not into yoga, if you have half a brain. Write to Mark Guy, 22 Albany Road, Skegness, Lincolnshire PE25 2NH.

■ Anyone into games, good music and good for a laugh? Write to Kevin Porter, 8 Grosvenor Road, Swindon, Wilts SN1 4LU. Female between 13 and 15 please.

■ Hunky macho athletic male 'edd banger urgently needs a female aged 14 to 30 to write to. Quick, quick write to Martin Croxall, 44 Heartcote Road, Swadlingcote, Burton on Trent, Staff DE11 9DU.

■ 18 year old male would like pen pals, male or female, to swop software. I have 500 games. Write to Anthony Hibbert, 31 Peel Street, Hyde, Cheshire SK14 5PE.

■ 14 year old male looking for a female pen pal aged 13-15. I own a Spectrum +2 and I like most sports. Please send a photo if possible. Andrew Avison, 11 Bradley Quarry Close, Bradley, Huddersfield, West Yorks HD2 1XQ.

■ 20 year old male wants pen pals male/female to swop software and music tapes. Please try and include a photo if possible. Jonathan Smith, No.5 House, H.M.C.G. Fifeness, Crail, Fife KY10 3XN.

■ Wanted — anybody from New Zealand or Aussie interested in swopping and playing software. Write to me at 5 Falkland Street, Maori Hill, Dunedin, New Zealand please. The name's Tim Smith.

■ Pen pal wanted, male or female. Latest games include *Head Over Heels*, *Wonder Boy*, *Metro Cross*, *Enduro Racer* and *Saboteur 2*. All letters answered. Declan Mulligan, 27 Donny Carney Road, Donny Carney, Dublin 9, Ireland.

■ Wanted, English pen pal who's interested in collecting autographs. Aged between 14 and 15, male and female. Write to Philip Kiernan, 35 Lynn Heights, Mullingar, Co Westmeath, Ireland.

■ Hi, I'm Ben and I'm calling all overseas *YS* readers about age 12 who are after an English pen pal, male or female. I will answer all letters. Ben Clasper, Shrublands, 142 Maldon Road, Tiptree, Essex CO6 2BJ.

■ Hi there 12-13 year old girls. I'm a hunky attractive sensation aged 13 and male. Post your letters to Justin Thomas, The Old Parsonage, Parsonage Road, Englefield Green, Surrey TW20 0JW.

■ Oy! Wanna swop games? OK, send your list to The Shadow, Joystick Dungeon, 17 Greenhill Road, Carlton, Nottingham NG4 1DF and I will send you my enormous games list. Well, what are you waiting for? Go, go, go!

■ Looking for a pen pal to swop games, hints, maps? I have lots of games. Your list for mine. All letters answered. Write to Jonathan Mather, 57 Oakland Avenue, Long Eaton, Notts NG10 3JL.

■ Pen pal wanted. I have around 800 games including many new ones. Please be over 15. Write to Jonathan, 217 Crescent Road, Brentwood, Essex CM14 5JB.

■ Male 16 year old Sinclair user wants foreign female pen pal. Interests are camping, walking, swimming, computers and swapping games. Contact Graham Farquhar, 21 Juniper Grove, Craigshill, Livingston, Scotland.

■ I'm 18 and male and would like males or females as pen friends. Games crazy, I have many games to exchange. Each and every letter answered. Write to Mathew George, MS/RB/11/50, C. rly Quarters, Behind Sion Hospital, Bombay, India, 400022.

■ Wanted: female 128K Speccy owner with good sense of humour, aged 16-20. My name is Jimmy and I enjoy good jokes. Write to 7 Essex Close, Cruddas Park, Newcastle NE4 7OT please!

■ Are there any 11 year olds who would like to be my pen pal to swop games and POKEs for Speccy 48K? Chris Sharp, 4 Sunnycroft Lane, Dinas Powys, S. Glamorgan CF6 4QQ.

■ Calling all males between 13-15. Fun loving female would like any males as pen pals. Write to Carlene Westby, 74 Bridgenorth Drive, Clifton, Notts NG11 8DQ. Get those pens working now OK.

■ I'm looking for a male or female 48K Speccy beginner. I like any kind of music — Wham, A-Ha. Into shoot em-ups. Aged 15+. Write to Julie Brant, 37 Hazel Road, B/Hill, Dudley, Kingswinford, West Midlands DY6 8EZ. Please.

■ Bored female seeks male aged 16+ for correspondence. Loves playing *Elite*. Attractive and lovely. Write to Louise Bennion, 18 Hallbridge Gardens, Up Holland, Near Skelmersdale, Lancs WN8 0ER. Hurry up!

■ Urgent! 15 year old male requires 15+ female into hard rock and computers. Fav groups include Alice Cooper and Thrash Metel. Please write soon to Jason Milligan, 11 Aberlash Road, Bonllwyn, Ammanford, Dyfed SA18 3NE. Soon!

■ I am a 15+ male Speccy owner who wants to swop any 48K software. All letters answered. Write to Bonny Onwudiwe, 64 Vandyke Street, Liverpool 8, 0RT.

■ Prestel using, shades playing, dirty MBXing, ugly faced, pea brained and generally idiotic, immature and infantile 16 year old requires like minded female of any age with Mailbox. I'm Jon, Mailbox number MBX 019996668.

■ Male and female Spectrum owners are looking for pen friends of opposite sex with software to swop. Please send photograph if possible. We also like pop music and different sports. Clair and Stuart Couchman, 23 Axtone Hook Green Road, Southfleet, Near Gravesend, Kent DA13 9NB.

Editor Teresa Maughan; **Art Editor** Peter George; **Acting Production Editor** John Leach; **Technical Editor** Phil South; **Software Editor** Marcus Berkmann; **Deputy Art Editor** Darrell King; **Editorial Assistant** Angela Eager; **Contributors** Richard Blaine, Audrey & Owen Bishop, Chris Donald, Mike Gerrard, Gwyn Hughes, ZZKJ, Tony Lee, Rick Robson, Peter Shaw, Rachael Smith, Mischa Welch, Tony Worrall; **Advertisement Manager** Mark Salmon; **Advertisement Executive** Julian Harriot; **Production Manager** Sonia Hunt; **Publisher** Kevin Cox; **Publishing Director** Roger Munford; **Managing Director** Stephen England; **Published by** Dennis Publishing Ltd, 14 Rathbone Place, London W1P 1DE. **Telephone (all departments)** 01-631 1433. **Telex** 8954139 BunchG. Company registered in England; **Typesetters** Carlinpoint, London; **Reproduction** Graphic Ideas, London; **Printed by** Chase Web Offset, Plymouth, Devon; **Distribution** Seymour Press, 334 Brixton Road, London SW9. Telephone 01-733 4444. *Your Sinclair* is a monthly publication.



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

CLASSIFIED

CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIF IED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFO RMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION

YOUR SINCLAIR
YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

48K/128K Spectrum Utilities

DATABASE II NEW **£5.95p**
is an automated filing system for any 48K/128K Spectrum. The program can be used by the absolute novice, yet offers the advanced features of products costing several times the price. DATABASE II is written entirely in Machine Code for speed and compactness. You may define up to 20 fields per record, perform data searches, sort, print via Interface 1 and view your data on a 64 character line. Full use of colour is available using the 'Screen Editor' command. We believe this is probably the simplest database program to use. You will be creating your files within minutes of loading DATABASE II. The manual is clearly written and even offers advice on file design.

* *

MULTILOAD **£7.95p**
is a fully automatic, menu driven utility which will load your own cassette software like expensive commercial programs. It will provide any combination of the following:

- Anti-Break option
- Pulsating/Jerky leaders
- Multi-coloured loading border
- No loading border
- Choice of 7 loading speeds
- Reverse loading SCREEN$
- Side loading SCREEN$
- Diagonal loading SCREEN$

Amaze your friends by creating sophisticated loading routes for your own programs. Existing commercial programs could also be customized with a little programming experience and the help of CODE SLICER 2.

* *

CODE SLICER 2 **£5.50p**
is an advanced cassette handling utility which will read ANY section of a tape into ANY store address. You can read tapes created at any of 7 different speeds, list invisible Basic programs, remove the 'auto-run' if required, split large files into sections, remove SCREEN$s, list the size of headerless files, etc., etc. Many examples are shown in the instruction manual for disk and Microdrive transfers and general hacking.

* *

KWIKLOAD 2 **£6.95p**
will convert your 48K cassette to load at 8 different speeds with a potential saving of 4 times the normal loading time. No additional hardware is necessary and a converted program loads independent of the KWIKLOAD tape. Additional routines and instructions are provided for people with programming experience to convert 128K programs.

Overseas customers please send cheques/payment in Sterling and include an additional 70p for Surface Mail or £2.00 for Air Mail.

FORAITS SOFTWARE (YS)
32 Gladstone Road, Hockley, Essex SS5 4BT
Tel: (0702) 201368
Large SAE for details

SINCLAIR SERVICE CENTRE

Fast Repair Service for:

- ★ Spectrum (all versions)
- ★ ZX 87
- ★ Interface 1
- ★ Microdrive
- ★ QL
- ★ Most other makes as well

All units repaired to original standard by fully qualified staff. All repairs are guaranteed. Established International service.

We stock spares for all computers eg. Z80A—£2.95, 4116 Ram—90p, 4164 Ram—£1.90

Mail orders and phone orders, Access and Visa accepted. Personal callers always welcome.

On the Premises Repairs
Quick Turnaround

QUANTUM
Electronic Services, 33 City Arcade, Coventry CV1 3HX. Tel: 0203-24632

SPECTRUM SOFTWARE LIBRARY

OVER 1000 TITLES AVAILABLE
INCLUDING 128K VERSIONS
HIRE FEES FROM ONLY 50P
INCLUDING POSTAGE
TWO FULL WEEKS HIRE
NO MEMBERSHIP FEE
NEW TITLES EVERY MONTH
FAST COMPUTERISED SERVICE
FOR THE BEST IN SOFTWARE
HIRE, SEND SAE TO:
DEPT YS
PO BOX 63, BANSTEAD, SURREY SM7 3QT

GIANT T.V. PICTURES *FOR* ONLY £15.00

- ★ Play your games lifesize
- ★ Simple to build projector
- ★ Can be built in half an hour from everyday materials
- ★ Fits over your existing T.V. or monitor
- ★ Contains lens and easy to follow instructions
- ★ Terrific results for flight simulation and all 3D games

Send cheque or P.O. for £15.00
(+30p p&p)

To: M. Robson, 61 Mayfair Road,
West Jesmond,
Newcastle-upon-Tyne NE2 3DN
For more details phone: 091 281 7008

FIXED PRICE COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc — prices from £7.00 inc VAT and post and packaging and three month guarantee. Also, we buy/sell/rent new/used home/micro computers. Also available: spares, software, cables, peripherals, maintenance contracts etc.
Tel: (0702) 618455/527864/613741 for immediate price.

ANALYTIC ENGINEERING LTD
Analytic House, Unit 18A,
Grainger Road Industrial Estate,
Southend-on-Sea, Essex

SOFT-LINK

19 Dunloy Gdns, Newtownabbey, Co. Antrim BT37 9HZ

* *

SPECTRUM 16/48/+128K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WTIH PLAYING THE SAME OLD GAMES?
JUST LOOK AT WHAT MEMBERSHIP TO SOFTLINK (H.1) WILL OFFER YOU

- ★ FIRST FREE HIRE
- ★ 7 DAYS FULL HIRE
- ★ CLUB RENTAL CATALOGUE
- ★ FREE MONTHLY PRIZE DRAW
- ★ FREE TO ENTER COMPETITIONS
- ★ MEMBERSHIP FEE IS ONLY £2.00
- ★ MANY TITLES AT DISCOUNTED PRICES
- ★ THE LATEST TOP CHART TITLES AVAILABLE
- ★ TAPE AND MICRODRIVE HIRE FOR THE SPECTRUM
- ★ HIRE DISCOUNTS OFFERED ON FOUR TITLE ORDERS
- ★ HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
- ★ TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
- ★ HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
- ★ REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
- ★ ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
- ★ BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, ETC.
- ★ ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
- ★ RETURN POSTAGE CHARGES/PACKING ARE PRE-PAID BY SOFTLINK
- ★ UP TO FOUR INDIVIDUAL TITLES CAN BE HIRED AT ANY ONE TIME
- ★ "THE KEY TO COMPUTER SOFTWARE
- ★ SOFTLINK DOES IT WEEKLY, NOT WEAKLY"

SEND CHEQUE/P.O. MADE PAYABLE TO "SOFTLINK (N.I.)", OR SEND A S.A.E. (10"x7"). PLEASE STATE COMPUTER TYPE.

TANGLEWOOD SOFTWARE

157 Warwick Road, Rayleigh, Essex SS6 8SG

THE RACING GAME
All the thrills of managing a stable of thoroughbreds. Features include: form, fitness, going, varying distances/grades of races, train, full betting, enquires, save, 3 levels. Watch them race + much more.



FOOTBALL FEVER
Manage your team to win: LEAGUE TITLE, EUROPEAN CUP, CUP WINNERS CUP, F.A. CUP. Features include: fitness, injuries, team selection, penalties, morale, substitutes, booking, cup replays, form, transfers + much more.

£6.95 EACH OR BOTH GAMES FOR £11.90
FOR SPECTRUM 48K AND 128K + 2

CRIBBAGE

The popular pub game six card cribbage is now available for the Spectrum 48K/128K

Features include:

IMPRESSIVE FULL COLOUR
PLAYING CARD GRAPHICS
100% MACHINE CODE
TWO LEVELS OF PLAY
AUTOMATIC SCORING
HELP OPTION FOR BEGINNERS

Six card cribbage is suitable for both beginners and experienced crib players and comes with full instructions and rules of the game.

★ ★ ★ ★ **MONEY BACK GUARANTEE** ★ ★ ★ ★

If you are not delighted with six card cribbage then simply return the tape within 5 days and your cash will be refunded.

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

Send cheque or postal order for £6.50 to

ESEM SOFTWARE
112 Wrington Close, Little Stoke, Bristol BS12 6EJ
Tel: 0454 612811



CLASSIFIED

YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIF IED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFO RMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

LATEST TAPE UTILITY

007 SPY will enable you to make Back-Ups of majority of tapes.(Can handle up to 65279 Byte blocks). This includes most Jerky types and those with no Border or with on screen counters. The Jerky types have the Jerks removed so that they load easier.

Order as 007 SPY **£6.95**

DRIVE TRANSFER UTILITY

For WAFADRIVE, MICRODRIVE, OPUS, BETA or SPEC + 3

A total of FOURTEEN programs on one tape plus a 40 page booklet which on its own is a complete course on transferring to any Drive. Tape includes FOUR tape Back-Up programs so that even some Fast/Jerky types can be converted to normal and then transferred to Drive. Programs transferred will RUN when reload from drive. Can transfer FULL 48Ks. (Therefore SCRABBLE is easy).

Order as 007 MULTISPY **£9.95**

Postage: U.K./Ireland . . . Free. Europe + £1. Elsewhere + £2

LEARN MACHINE-CODE

Within 10 minutes of joining the 500 members of this Z80 MACHINE-CODE CLUB receiving regular newsletters which clearly explains Z80 Codes with examples, you will be writing your own Machine-Code programs. Send £1 for sample issue (deductable when you join later). Course includes a Loader and Disassembler plus notes on Binary & Hex. Membership fees for the FULL course:

£15 U.K., BFPO or IRELAND. £19 Europe. £22 Elsewhere.

G. A. BOBKER. ZX-GUARANTEED (Dept YS)
29 Chadderton Drive, Unsworth, Bury, Lancs.
Tel: 061-766 5712 (Do NOT phone if STARTREK on TV)

CUT PRICE SOFTWARE

★★BEST SELLERS★★ SPECTRUM	RRP	OUR PRICE	★★STAR BUYS★★ SPECTRUM	RRP	OUR PRICE	★★BEST SELLERS★★ SPECTRUM	RRP	OUR PRICE
Stars on 128 & +2	9.95	7.95	Bride Frankenstein	8.95	6.50	Slap Fight	7.95	5.50
Exolon	8.95	6.50	Elite	9.95	7.50	Silent Service	9.95	7.50
Wonderboy	9.99	7.25	Mutants	7.95	5.50	Future Knight	7.95	5.50
The Eagles Nest	8.95	6.50	Auf Monty	7.99	5.75	T.T. Racer	9.95	6.95
Army Moves	7.95	5.50	Great Escape	•7.95	5.50	Head Over Heels	7.95	5.50
Bombjack 2	7.95	5.50	Mag Max	7.95	5.50	Game Over	7.95	5.50
Living Daylights	9.95	7.25	Road Runner	8.95	6.50	Triv Pursuit YP	7.95	5.95
Bismark	9.95	7.25	Stargilder	•14.95	11.95	Footballer Year	7.95	5.50
Hit Pak 6	•9.95	7.25	Stiff Lip & Co	9.99	7.25	Fifth Quadrant	8.95	6.50
Hydrofool	7.95	5.50	Academy (Tau ceti)	9.95	7.25	Triaxos	8.99	6.60
Konami's Coin Op	9.95	6.95	Prohibition	9.95	7.25	Nemesis	7.95	5.50
Trio (Hit Pak)	9.95	7.25	World Games	9.95	7.25	Enduro Racer	9.95	7.25
Sigma 7	7.95	5.50	Shockway Rider	7.95	5.50	Auf Wieder Monty	7.99	5.50
Shadow Skimmer	7.95	5.50	Leaderboard	9.95	7.25	L.Com People 128	9.99	7.25
Hades Nebula	7.95	5.50	Last Mission	8.99	6.50	Paperboy	•7.95	5.50
Saboteur 2	7.95	5.50	Wizball	7.95	5.50	Best Beyond	9.95	6.95
Convoy Raider	9.95	7.25	10th Frame	8.99	6.95	Dark Sceptre	14.95	11.95
Donkey Kong	7.95	5.50	Graphic Ad Creat	22.95	18.95	Gauntlet	9.95	6.95
Metrocross	8.99	6.50	Alien Evolution	4.99	2.99	Trivial Pursuit	•14.95	11.95
Gunrunner	7.95	5.50	Arkanoid	7.95	5.50	Five Star 2	9.95	7.25
Super Soccer	•7.95	5.50	P.A.W.	22.95	17.95	Space Harrier	•7.95	5.50
Durell's Big 4	•9.95	6.95	Barbarian	9.99	7.25	Tai Pan	7.95	5.50
Catch 23	7.95	5.50	Final Matrix	7.99	5.95	Kinetik	7.95	5.50
Jewels Darkness	14.95	11.95	Survivor	8.99	6.50	Champ Baseball	7.99	5.50

This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders add 75p per tape. For up-to-date lists please enclose S.A.E. mail order only. Please send cheques PO payable to C.P.S. Visa Access orders by phone welcome to:



CUT PRICE SOFTWARE (DEPT. 6),
Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW
Tel: (0279) 24433 or (0279) 31956 (24 hr ansaphone)



SCOTTISH COMPUTER REPAIR SERVICE

First class repairs at fixed prices

Spectrum £16 ● C64 £26 ● Amstrad CPC PO8
C16 £20 ● Vic 20/C + 4 £22 ● Electron BBC etc. PO8

Printers, modems, TVs, VDUs, PO8. Pick-up & delivery service throughout central Scotland. Three month guarantee on all repairs.

Enclose payment with order to:

S.C.R.C.
Unit 26a
Hawkslaw Trading Estate
Leven, Fife KY8 4LT
Tel: 0333 21487

Trade & commercial enquiries welcome

CLEVELAND CHAIR COMPANY LIMITED

State of the art gas strut suspension, five-star polished alloy base with fast castors, spring back, moulded arms and choice of up-to-date colour tweed finish. Optional joystick pad and swing away worktop.



At last a professional chair for the enthusiast

Price:
Command chair .... £49.90 inc. VAT
Optional extra –
Joystick pad (right hand) .... £8.70 inc. VAT
Optional extra –
Swing away worktop (lift off) .. £17.50 inc. VAT
Packing & delivery
(UK mainland) .... £10.00 inc. VAT

Trade enquiries welcome

CLEVELAND CHAIR LIMITED,
Unit 10D Perry Avenue,
Teesside Industrial Estate,
Cleveland TS17 9NL. Tel. orders:
(0642) 769699. Access.

- ★ Hire from 75p.
- ★ Extra credit: £1 for £10 sent and £2.50 for £20 sent.
- ★ 7 day hire (first class post).
- ★ Many titles always being added.
- ★ Huge range of ex chart games available, plus utilities (400 different titles).
- ★ Many hundreds of top music tapes available.
- ★ All originals.
- ★ Additions bulletin every 3 months sent out.
- ★ Life membership £2 (refundable within 21 days if not satisfied).

More details from:

SOUNDBOX, SOFTWARE, DEPT YS
P.O. BOX 12, RENFREW,
RENFREWSHIRE PA4

FAST COMPUTER REPAIRS

Spectrum/Plus	£15.95
Commodore 64	£22.00
Vic 20	£22.00
C16	£20.00
Plus 4	£22.00

FREE collection and delivery in Leeds, Bradford and Huddersfield areas.

Phone Heckmondwike 0924-402715 after 5pm or send computer direct to Mr T. Marshall, 21 Powell St., Heckmondwike, West Yorks, WF16 0BA enclosing cheque and brief description of fault.

SPECTRUM REPAIRS

£14.95 inclusive of labour, parts and p&p.
Fast, reliable service by qualified engineers.
Average repair 24hrs.
3 months guarantee on all work.
For help or advice — ring:

H.S. COMPUTER SERVICES
Unit 2, The Orchard
Warton, Preston
Lancs PR4 1BE
Tel: (0772) 632686

FAST COMPUTER REPAIR CENTRE — IN LONDON

★ BBC Micro, Commodore, Spectrum
★ Amstrad, Others
★ We sell spare parts
★ Used Micros bought and sold
★ Eprom Programming Service

phone 01-863 7166

PROMPT ELECTRONICS
Unit 4, 15 Springfield Road, Harrow, Middx. HA1 1QF
(entrance in Amersham Road)

SPECTRUM REPAIRS

48K SPECTRUM FAULTS	£17.00
48K SPECTRUM KB FAULTS	£12.00
4164 MEMORY 1C	90p
4116 MEMORY 1C	50p
Z80 CPU	£2.10

All prices include VAT and postage

R.A. ELECTRONICS

133 London Road South, Lowestoft, Suffolk NR33 0AX TEL: 0502 66289



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

CLASSIFIED

CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIF IED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFO RMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION CLASSIFIED INFORMATION



YOUR SINCLAIR DOES NOT CONDONE SOFTWARE PIRACY

SPECTRUM REPAIRS

A Better Deal from Micro-World

POWER SUPPLIES (Spectrum/Plus)	10.95
KEYBOARD — REPLACEMENT (Not just a repair) (Mat, Membrane & Plate; Makes your Spectrum look like new	12.95
ALL OTHER FAULTS SPECTRUM/PLUS	17.95
KEYBOARD REPLACEMENT AND REPAIR	25.95
SAGA EMPEROR ONE KEYBOARD inc. fitting	39.95
SAGA EMPEROR ONE KEYBOARD AND REPAIR	55.00
16-48K UPGRADE (12 months Warranty) (Issues 2 and 3)	25.95
CHEETAH 32K RAM PACK	15.95
ZX — INTERFACE I — REPAIR	19.95
ZX — MICRODRIVE — REPAIR	17.95
ZX — PRINTER — REPAIR	17.95

FREE! Digital Watch with EVERY repair

- Prices fully inclusive of VAT & Insured Return P&P
- 48hr turn round on most machines
- 3 months warranty on repairs
- Send SPECTRUM ONLY suitably packed clearly stating fault, your name & address, cheque or postal order to:

Micro-World Computers (YS)

25 Hill Top Road, Slaithwaite, Huddersfield HD7 5ES
Telephone: (Day) 0484-846117 (Evening) 0484-845587

Showroom:
1006/1010 Manchester Road, Linthwaite, Huddersfield HD7 5QQ
Open 9 to 5.30, 6 days

NEW TAPE UTILITY A

This program gives a tape back-up of most Spectrum software! Even converts most JERKY LOADERS and SOME OTHERS (e.g. with counter down to zero) normal for reliable loading. Manages very long programs (even every byte in 51K!), fast loaders, etc, etc. State type of Spectrum when ordering (48K, 128K, etc.). Unrivalled, full manual — a superb and interesting utility. **£6.99 on tape (£4.99 if updating).**

NEW TRANSFER PACK 4 — SPECTRUM TAPE TO DRIVE

A software system to convert many old and new TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL UTILITIES. Most jerky programs and others (e.g. with zero counter) are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. **State TYPE of Spectrum + name of DRIVE when ordering** (e.g. 128K Spectrum and Microdrive). **£11.99 on TAPE (£12.99 on cartridge for 48K Spectrums only).** (£6 if updating).

INFORMATION SHEETS — £1 each — approx. 8 TRANSFERS of POPULAR programs per sheet — needs TP4. Up to No. 40 available. **SPECIAL OFFER — Nos. 1-20 for £3, 21-30 for £3.50, 31-40 for £3.50.**

M/DRIVE OWNERS NEED MICROTRANS

MICROTRANS 2b— for m/drive to m/drive back-up, easy ERASE, tape to drive (inc. headerless) — does NOT convert programs. Includes MICROTAPE and RUN programs. ONLY £4 on TAPE, £5 on Cart. *ALL Spectrums*

CODE COMPRESSOR — £3.50.

Overseas: add £1 Europe, £2 others each product. SAE for details.

NO RISK – ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates).

LERM, DEPT YS, 11 BEACONSFIELD CLOSE,
WHITLEY BAY NE25 9UW
TELEPHONE: 091 2533615

KOBRAHSOFT SPECTRUM 48K/128K UTILITIES

SO3 ADVANCED TAPE TO M/D UTILITY:— Transfer even the latest programs – e.g. "FIST", "BOMBJACK", – also the latest Pulsed Leader programs e.g. "BATMAN", "WINTER GAMES". FULL Manual, PLUS Disassembler, PLUS FREE Header Reader. **Price:— £6.95 (inc. P&P). On Microdrive Cartridge:— £8.95 (inc. P&P)**

SO3 TAPE TO OPUS DRIVE UTILITY:— As for SO3 – but transfers to Opus Drive – similar superb value:— **Price:— £6.95 (inc. P&P).**

SUB ADVANCED TAPE UTILITY:— Makes backups of programs to tape. Handles even the latest programs – fast loaders; LONG programs; Pulsed Leaders – all dealt with speedily and efficiently. **Price:— £6.95 (inc. P&P).**

SHARPSHOOTER:— A 100% Machine Code multiscreen Arcade Game with superb graphics and sound. Many advanced features, multiple skill levels, uses Keyboard, Kempston or ZX Interface 2 joysticks. Incredibly addictive. **Price:— £7.95 (inc. P&P).**

KOBRAHSOFT SPECTRUM Z80 MACHINE CODE COURSE:— A 12 month course from Beginner to Advanced level. Suitable for anyone. Applies to ALL current Spectrum models. **Price:— £15.**

SL3 ADVANCED SPEEDLOADER:— Converts most programs to Fast Loaders with a choice of SIX loading speeds, Multi-Coloured and various other loading borders – converts even the latest programs. FULL Manual, PLUS FREE Header Reader, FREE Disassembler. **Price:— £6.95 (inc. P&P).**

SUPER INTERFACE FL2:— A superb interface which converts ANY program to reload at any of SEVEN speeds as a Fast Loader – AUTOMATICALLY! Programs reload INDEPENDENTLY of FL2 with multi-coloured border! **Price:— £29.95 (inc. P&P).**

SUPER INTERFACE MD1:— This interface transfers programs to microdrive FULLY AUTOMATICALLY! COMPACTS code – gives TWO LONG programs per cartridge! Programs reload INDEPENDENTLY of MD1. **Price:— £29.95 (inc. P&P).**

SUPER INTERFACE OD1:— As for MD1, but converts programs to your Opus Drive AUTOMATICALLY! Similar specification to MD1. **Price:— £29.95 (inc. P&P).**

Send cheque/P.O. to:— **"KOBRAHSOFT"**, "Pleasant View", Hulme Lane, Nr. Longton, Stoke-on-Trent, Staffs ST3 5BH. (Overseas:— Europe add £1 P&P PER ITEM, others £2. Send for FREE FULLY DETAILED Catalogue of ALL our products – please mark envelope "ENQUIRY".

BRADWAY SOFTWARE (YS)

LETTA-HEAD PLUS The most versatile Spectrum utility program for designing and printing business and personal stationery; receipts, letterheads, labels, posters, etc. Create the design on screen using inbuilt graphics or load any SCREENS from an arts package, add text from the library of 25 different fonts, select the required output format and print all the copies you need. **Price only £9.00.**

DUMPY 3 Fast becoming the de facto standard screendump program, producing all the screen dumps you will ever need for your Spectrum! No need to understand assembler; DUMPY's code GENERATOR creates the screendump, relocates it, and saves it ready for use in your programs. Over 1000 different size, shape and density screendumps, anywhere in RAM! Price less than 1p per dump!! **£8.50.**

LIN-O-TYPE Add style to your written word, Print out any wordprocessor file on tape, microdrive or disc in high density NLQ in a choice of 25 fonts, or turn your Spectrum into a full WYSIWYG electronic typewriter, superb for addressing envelopes, filling in forms or writing short notes. **Price £8.50.**

ASTRUM+ NEW!! The very best Z80 assembler and monitor package for the Spectrum:
Exceedingly versatile, powerful and easy to use; Full wordprocessor style editor.
Unlimited source code; Assembly using microdrives or the Opus Discovery; Command driven monitor with multiple breakpoints, single stepping, slow run, etc. **Price £13.50** (state microdrive or Opus version).

DISC MANAGER NEWEST!! A brand new utility for users of the Discovery drives; Full disc sector editor and file management program; Erase, rename, copy groups of files; Examine, modify and understand disc directory information; Examine, modify and recover damaged data. **Price £10.50** on 3½" disc only.

Bradway Software programs drive most (currently 16 different) interfaces; Letta-Head, Dumpy & Lin-O-Type require as Epson compatible printer and are compatible with Microdrive, Wafadrive & Disc. Prices are for cassettes, include full instructions and P&P within Europe; please add £2.00 worldwide airmail postage, £1.50 for microdrive cartridge or disc. Send for further details!

33 Conalan Avenue, Sheffield S17 4PG

C.C.L. SOFTWARE LIBRARY

HIRE 'EM, AND TRY 'EM – BEFORE YOU BUY 'EM

LOOK WHAT MEMBERSHIP TO CCL OFFERS

- ★ FREE FIRST HIRE
- ★ PRICES FROM 50p PER WEEK
- ★ FREE CLUB CATALOGUE
- ★ FREE MEMBERS DRAW
- ★ FREE TIPS, POKES, HINTS, MAPS
- ★ CATALOGUE UPDATE WITH EVERY ORDER
- ★ DISCOUNT TITLES
- ★ FAST, RETURN POST SERVICE
- ★ HIRE 3, GET ONE FREE
- ★ HARDWARE HIRE
- ★ BIRTHDAY PRESENT TO OUR MEMBERS
- ★ ONLY ORIGINAL SOFTWARE SUPPLIED
- ★ FREE PROGRAMME FINDING SERVICE
- ★ FREE PEN-PAL SECTION
- ★ FREE MEMBERS SWAP/SALES SERVICE
- ★ ONLY £5.00 FOR LIFE MEMBERSHIP

Send cheque/PO made payable to:

C.C.L., 17 Eastbrook Hill, Desborough, Nr. Kettering, Northants NN14 2QQ

EXCLUSIVE SPECTRUM SOFTWARE

SOUND TO LIGHT GENERATOR – a completely superb psychedelic light show. Simply play the music into the computer and watch the screen. Select from over 35 screens via the keyboard. Super fast, Super sensitive, Super value at £10

SCREEN CRUNCHER. Written by us to compact screen dumps for the Sound to Light Generator. Now available to you – this amazing utility enables you to store up to 300 screens in the 48K machine with plenty of room left for basic. Ideal for anyone writing graphic adventures. Store anywhere in RAM, easy re-call. "A most valuable tool" £5

CHARACTER SETS. 10 sets including Amstrad style, digital, italics, BBC style, Gothic, hand writing etc. Full set of number with each set. Easy to use. Full instructions £5

Send cheque or postal order to: **Infinite Software, 79 Alcester Road, Moseley, Birmingham B13 8EB,** or send SAE for details of our full range of software.



FRUITY

THE ULTIMATE FRUIT MACHINE GAME

★ HIGHLY PLAYABLE ★ FAST SPINNING REELS ★ COLOURFUL GRAPHICS ★ IMPROVED SOUND ★ HOURS OF FUN

FEATURES INCLUDE

HIGH SPEED ROULETTE GAMBLE
NUDGES
SPECIAL FRUIT
REEL CLIMB
FEATURE SYMBOL

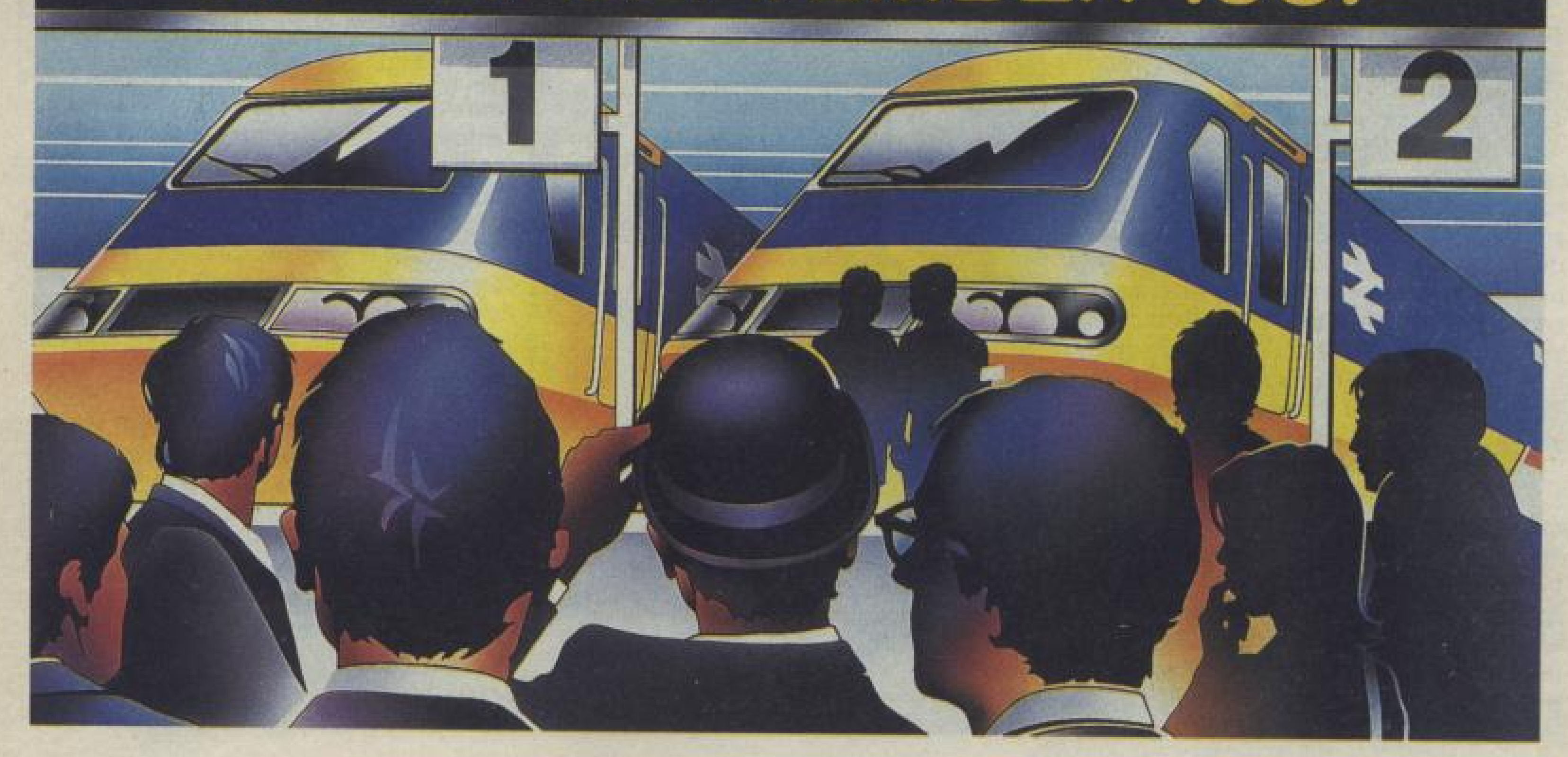
£100 JACKPOT

SEND CHEQUE OR P.O. TO:
ROSSWARE (DEPT YS)
646 LONDON ROAD, WESTCLIFF
ESSEX SS0 9HW
For fast delivery put Cheque Card No. on back of cheque.

THE 10TH PERSONAL COMPUTER WORLD SHOW

OLYMPIA

23—27 SEPTEMBER 1987



MAKE THE RIGHT CONNECTIONS

For the personal computer enthusiast there's nowhere better to make the right connections than the Personal Computer World Show this September. It's the biggest and most prestigious event of its kind held under one roof.

For the 10th year running the Personal Computer World Show gives you the perfect platform to take a close look at all the big names in the industry. You can also get to meet the pick of the new companies striving to make it into the mainstream.

The show has something for everyone. Whether you're a professional or an enthusiast, you're certain to find all that's first class in software, hardware and peripherals at Olympia.



23-27 SEPTEMBER 1987
OLYMPIA LONDON
Sponsored by Personal Computer World

The Personal Computer World Show will help you make all the right PC connections. The dates are 23-27 September (Business and trade only days 23-24 September). Send for your advance tickets at £3.00 each (£2.50 for 10 or more) by phoning the Personal Computer World Show '87 Keith Prowse Ticket Office on 01-741 9999 with your credit card number. Or send a cheque or postal order to: Personal Computer World Show '87, Keith Prowse Ticket Office, PO Box 2, London W6 0LQ.*

Organised by Montbuild Ltd, 11 Manchester Square, London W1M 5AB.

**When ordering tickets by post, please enclose s.a.e.*

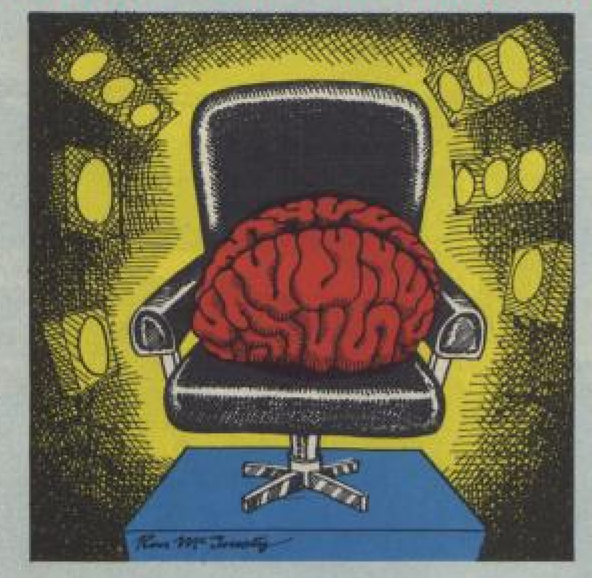
YSCOMPO

THE YS/US GOLD COMPUTER BRAIN OF 1987 AWARD

Would everything you don't know about computer games fit on the back of a postage stamp? Have you had the doors in your house widened to get your head in? It would? You have? Well don't just sit there, smartypants, enter the Computer Brain Of Britain Challenge, and win fame, fortune and a fabulously expensive trophy! (Zoiks!)

If you're addicted to games, then you're just the person we're looking for. *Your Sinclair* and US Gold have joined forces to bring you, yes you, the chance of a lifetime. You can, with our help, prove to the world what you've always suspected, that you know more about computer games than anyone else on Planet Earth. It's true, and at the end of the day you'll have a neat trophy to prove it. You can be to computer games what David Bellamy is to mucky swamps in the back of beyond, or what Nigel Dempster is to the dustbins of the rich and famous. That's right, a 'world famous authority'. That'll look good on the old passport, wunnit?

The idea is that over four months (this being Month Three) you answer and collect the Brain pages in the back of the magazine. When you've collected them all (easy to spot by the tasteful logo in the bottom right hand corner), you complete the entry form, which will appear in the November issue, and whip the whole lot off to us. Simple, really. The trick is *not* to send in your entry before you've collected all four, or you'll be



disqualified. By the way, don't worry if you missed parts 1 and 2, 'cos you can get hold of these copies of *YS* through the *Back Issues* service. Why can't you just find a chum who's got it and photocopy it? Because you'll be disqualified for that too, pal.

So just fill in as many answers as you know in the spaces provided, and clip out the page and keep it somewhere safe. Don't fret if you can't answer *all* the questions, either. The four entrants with the highest number of correct entries, plus one guest each, will be invited to the massive *YS*/US Gold Computer Brain Challenge, to be held at an all-expenses-paid ritzy venue in London's glittering West End, sometime in December. Here they'll wit their pits, and visa versa, against each other for the coveted Golden Brain Award, and meet the stars in a night that they'll remember for the rest of their lives, if not longer. (Cor!) Not only will the winner walk away with a swelled head that'll require a wheelbarrow to get it into a cab, but also a brand new Spectrum +3 computer with all the trimmings (Hold the mayo) and a fantastic trophy! The three runners-up will be presented with a US Gold Goodie Bag packed to brimming with all the latest games and lots more besides.

How can you refuse? The answer is 'you can't'. Right, get a pen because here come this month's questions...

1. What are the entry codes to each level of *Saboteur II*?

....

....

....

....

2. Which three games are based in the Gal Corp universe?

....

3. In which adventure do you begin the game with a silver armband around your wrist?

....

4. Who is this character and in what game does he appear?

....



5. Can you name this game?

....



6. What is the name of the villain in *Stifflip & Co*?

....

7. What colour is the Dan sprite in *Dan Dare*?

....

8. Can you name three hit games that started life as coin-op arcade machines?

....

9. What does Drax fire at you at the end of the game *Barbarian*?

....

10. Can you name two Page 3 girls who have taken part in computer games?

....

11. Which two games carried the name of a world Judo champion?

....

12. Which Japanese amusement machine company invented the games *Enduro Racer, Hang On* and *Outrun*?

....

13. The game based on the cult film *The Blues Brothers* is currently being produced by Ocean. True or false?

....

14. The president of Microprose is a Reserve Major in which of the US Forces?

....

15. Who wrote the original book on which the game *Murder Off Miami* was based?

....

16. What are the names of the two Mario Bros?

....

17. In what game do you play the part of a scuba diving robot?

....

18. How many Sentinel robots are there at the end of level one in *Game Over*?

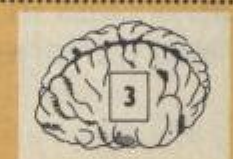
....

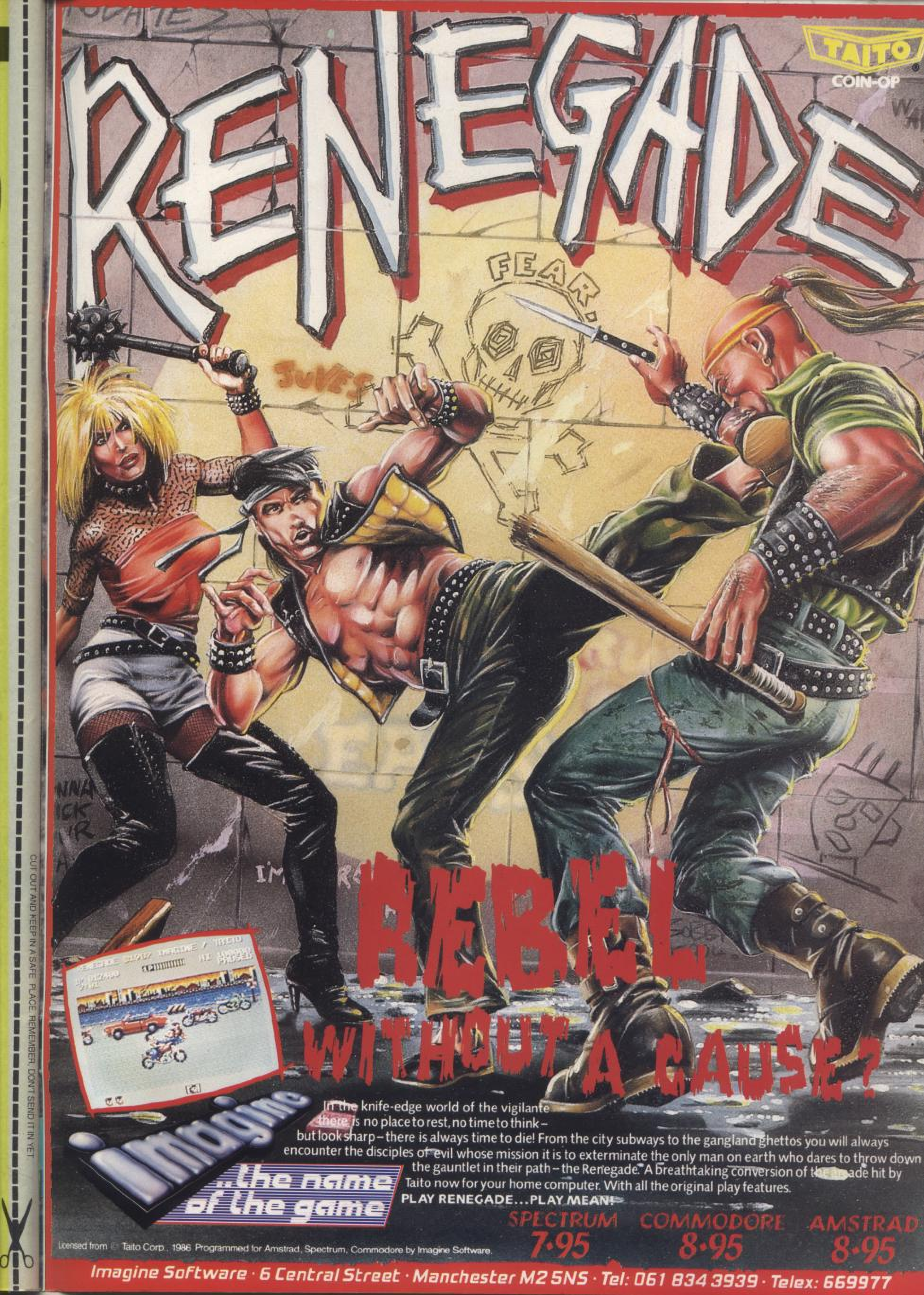
19. What is the logon code at the beginning of Activision's *Hacker*?

....

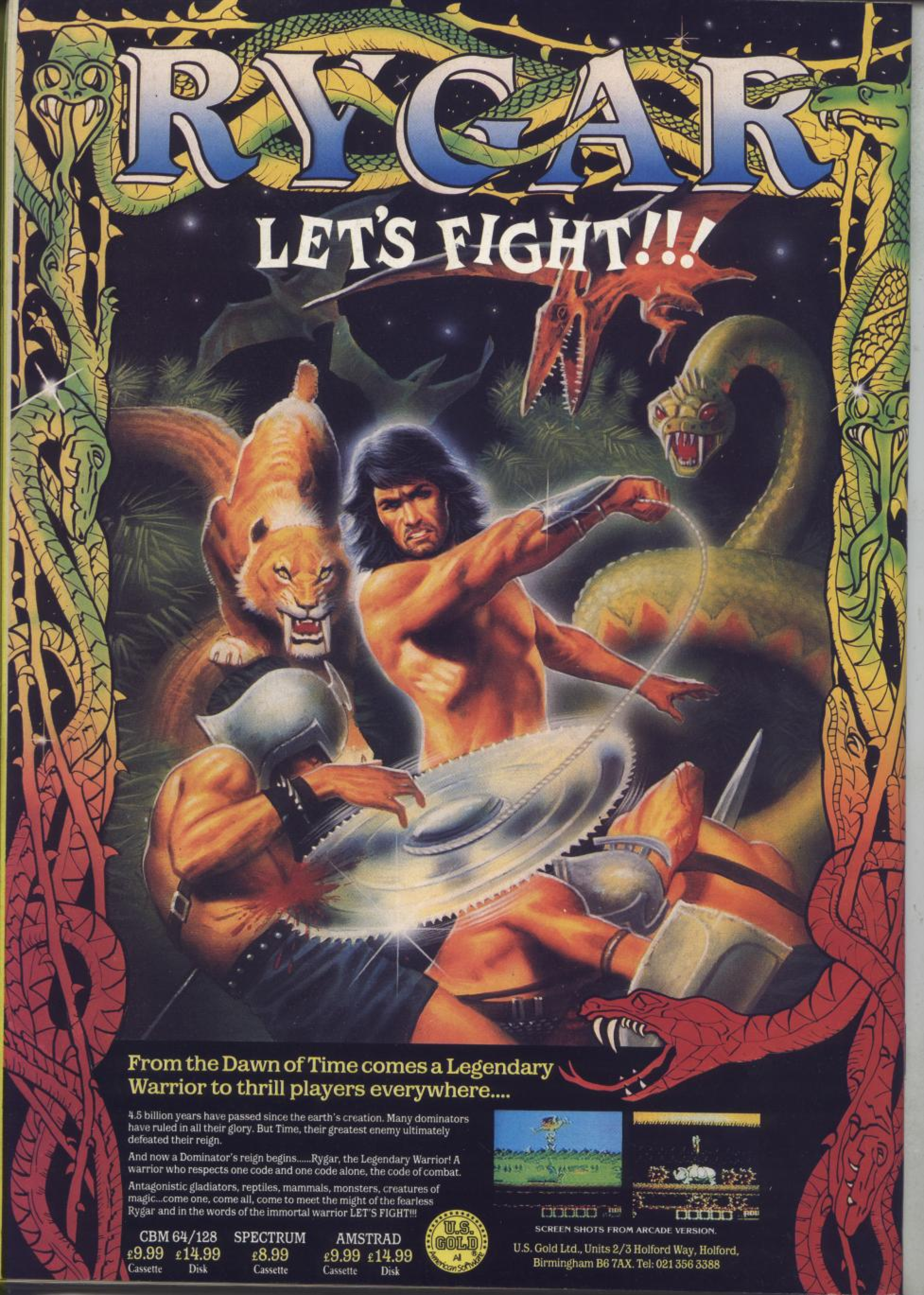
20. The character of Dirk the Daring appears in which coin-op conversion?

....





RENEGADE
TAITO COIN-OP
REBEL WITHOUT A CAUSE?
In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path – the Renegade. A breathtaking conversion of the arcade hit by Taito now for your home computer. With all the original play features.
PLAY RENEGADE…PLAY MEAN!
imagine ..the name of the game
SPECTRUM 7·95
COMMODORE 8·95
AMSTRAD 8·95
Licensed from © Taito Corp., 1986 Programmed for Amstrad, Spectrum, Commodore by Imagine Software.
Imagine Software · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977
CUT OUT AND KEEP IN A SAFE PLACE. REMEMBER, DON'T SEND IT IN YET


RYGAR
LET'S FIGHT!!!
From the Dawn of Time comes a Legendary Warrior to thrill players everywhere....
4.5 billion years have passed since the earth's creation. Many dominators have ruled in all their glory. But Time, their greatest enemy ultimately defeated their reign.
And now a Dominator's reign begins......Rygar, the Legendary Warrior! A warrior who respects one code and one code alone, the code of combat.
Antagonistic gladiators, reptiles, mammals, monsters, creatures of magic...come one, come all, come to meet the might of the fearless Rygar and in the words of the immortal warrior LET'S FIGHT!!!
CBM 64/128 £9.99 Cassette £14.99 Disk
SPECTRUM £8.99 Cassette
AMSTRAD £9.99 Cassette £14.99 Disk
U.S. GOLD
American Software
SCREEN SHOTS FROM ARCADE VERSION.
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388